

SONG OF BLADES AND HEROES

FANTASY SKIRMISH MINIATURES RULES REVISED EDITION - INKSAVING COMPACT VERSION - RULES VERSION 5.0

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FOREWORD

This book has been more than four years in the making. It is a revised and expanded version of the original, Origins Award-nominated *Song of Blades and Heroes* fantasy skirmish miniatures rules that I wrote back in 2007. Since then, thousands of players from all over the world have supported the game through their purchases, and made it better by ironing out the faults and omissions in the original system. Their questions, suggestions, blog posts, comments, language edits, and battle reports have shaped the book now in your hands or in your e-reader. I attempted to address all the questions asked and clarifications requested, trying at the same time to preserve the keep-it-simple, play-as-you-want, no-book-keeping-required spirit of the original rules. I could not accept all suggestions -- some were contradictory, others could not fit within the space of a rulebook. However, I hope this new edition of the rules is clearer, and that you'll find it was worth the wait!

Andrea Sfiligoi
Italy, September 13th, 2012

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INTRODUCTION

To play this game, you'll need 3 six-sided dice per player, a few miniatures (8 to 15 figures for an average 300 to 500 points game, but the number of miniatures in a force may vary), three measuring sticks, and a play surface of at least 2'X2'/60x60cms. You'll also need a few scenic material to represent hills, trees, boulders, ruins, and the like. You can just use some paper or felt outlines if you don't have terrain, and slowly build your terrain collection.

You don't need any specific scale or brand of miniatures: any will do, as long as they are in a consistent scale and basing. You can also play with paper figures (such as those produced by OneMonk miniatures) or even card counters. You can play with bottle caps if you want, as long as you remember who is who, however we doubt that will be as fulfilling as playing with nicely painted models. Photographs in this book depict 28mm models by Mirliton SG. These are models in our collection and although we recommend them, the game can be played with any miniatures you already have.

EXAMPLES are in Italic.

*Tactical tips, rules exceptions, designer's notes
and play hints are in bold italic.*

Optional rules are marked as (Optional) in the paragraph header.

GAME LENGTH

These rules have been designed so that a satisfactory game can be played in under one hour even by novice players. Once you know the rules, a 300 to 500 points game requires 30-45 minutes, making it possible to play a short campaign (3 to 5 scenarios) in a single evening.

We have also tested the game at 1000 and 2000 points. These totals are admittedly beyond the scope of the game, but if you have time and a large table, feel free to try. Expect a 2-3 hours game at that level. Game-play is faster when using Group Action rules and having multiple Leaders in a force.

SCALE AND CONVENTIONS

SBH recreates the battles of small bands of adventurers and warriors in a fantasy world. It's been written for miniatures mounted on round bases (we use coins or washers) although it can be easily used with other basing systems in any scale. Most players use 28mm figures with round or square bases, but 15mm is also very popular. Before you go out and buy figures or base them specifically for this game, we recommend that you contact the nearest gaming group or wargaming club and see how they are basing theirs.

The rules are written for two players but it's possible to play with more.

The ground scale is 10mm = 1 yard.

One figure represents one creature.

One turn represent a few seconds.

All distances and ranges are measured with three measurement sticks labeled **Short, Medium or Long**.

Pre-measuring (checking a range before declaring an attack or a movement) is allowed. Players may measure distances at any time (Exception: see Jumping rules).

The recommended minimum play area is 60 x 60cms (2'x2') if using 15mm or smaller models and 90x 90cms (3'x3') with 20mm or larger models.

MEASURING STICKS

For 15mm or smaller models, use the following lengths: Short 50mm, Medium 80mm, Long 120mm

For 20mm or larger models, use the following lengths: Short 75mm, Medium 120mm, Long 180mm

PROFILES

Every model is profiled in game terms. Here's an example:

Skeleton Dwarf (hand weapon and shield)

Points 30 Quality 3+ Combat 3

Special rules: Undead, Short Move

Points: this is the cost of the model. More powerful models cost more points.

The point value of a figure is shown in its roster.

Additionally, to create your own figures or make variant profiles to better represent one of your models, or depict in game terms a monster we didn't think of, you can access free software for calculating a model's point value on www.ganeshagames.net or in our free iPad app.

Quality: this is an overall indication of the model's willingness to fight, reaction speed, initiative and morale. It is the minimum number to be rolled on a die to activate the model, so the lower the number, the better.

This means that Quality 2+ is better than Quality 3+, and Quality 3+ is better than 4+.

When it's your turn, you nominate a model that you're trying to activate. You can roll one, two or three activation dice -- your choice. **Every roll that is equal or better to the model's Quality is a success, every roll that is lower is a failure.** The model gets to perform one action for every

success rolled. You don't have to announce what you are going to do before rolling your dice. Just point a finger at the figure, grab the number of dice you want to roll, and roll them!

EXCEPTION: Magic-using characters rolling three dice must announce if they are going to try and cast any spell during that activation, because when they roll three failures they suffer some sort of side effect.

Why shouldn't you always roll three dice? Because if you roll two or more failures, the turn passes to your opponent (after the model acts on its one success, if it had one), who gets to nominate one of his models and to activate it.

It is generally wise to start acting with the models with the best (lowest) Quality numbers. When activating your last model, always roll three dice-- you are ending your turn anyway.

This may seem a "gamey" thing to do, but it represents a fighter who's been observing the situation and waiting for the best moment to perform a decisive action.

SOME players find it counter-intuitive that better Quality is indicated by a lower number. That is, Q3 is better than Q4. We have found that players always prefer to roll high, and consider rolling a 6 an automatic success.

Combat: this is a measure of how well the model fights. In a fight, this value is added to the roll of a die and compared to the opponent's Combat plus the roll of a die. The combat score takes into account factors such as armor, weapons, and weapon skill. Combat may be influenced by Special rules.

To keep things simple, we assume that most weapon and armor factors cancel each other out and are simply reflected by a higher or lower Combat score. We will add optional weapon rules in a series of themed supplements.

Special rules: this is a catch-all category which includes all the distinctive traits, extra abilities and special powers of a model. Every special rule describes something that the creature can do. Some special rules are detrimental (for example, Slow creatures move less frequently than others) and decrease the model's point value.

SELECTING FIGURES

Both players select their models secretly. The total point value of all models in each warband must not exceed 300, and players may not have more than one third of the total (100 points) spent on Personalities (more about this later).

Experienced players may play with higher point totals. We recommend 500 points once you know the game, so you can use the more powerful profiles in the rosters.

DETERMINE ATTACKER AND DEFENDER

Both players roll a die. The high roller decides if he wants to be the attacker or the defender. The defender lays out the terrain, preparing the tabletop and adding scenic features such as hills or woods. If playing a scenario, the defender must abide by the scenario's rules on terrain placement.

The attacker decides which side of the table he'll be entering from. The defender deploys his troops on the opposite side, within 1XShort distance from the table edge. After the defender has deployed, the attacker does the same.

ROLL INITIATIVE-FIRST TURN ONLY

Both players roll a die. The high roller is called the acting player and takes a first turn. His opponent will become the active player when the turn of the current player ends, either because he has activated all of his miniatures, because he rolled a turn-over, or has decided to pass.

Initiative is rolled ONLY on the first turn of the game. In other words, unlike in other game systems, initiative is rolled only at the beginning of the game, and then players alternate taking turns until the end of the game. In some specific scenarios, the scenario set-up rules will determine who gets the initiative.

ACTIVATION

The acting player nominates one of his figures, and rolls one, two or three dice to activate it. The player chooses

how many dice to roll. Rolls are made against the model's Quality. The model can act according to the number of successes rolled, as shown in the following table:

When making Quality rolls, a roll of 1 is always a failure, and a roll of 6 is always a success.

The table is easier than it looks. Regardless of the number of dice you roll, you are entitled to one action per success rolled. But if at any point you roll two failures, play passes to the opponent. In all other cases, your turn continues, and you may nominate another figure and try to activate it (unless all your figures have already been activated!)

When all of a player's models have been activated, or whenever the acting player rolls 2 or 3 failures, play passes to the opponent.

You don't have to state what you intend to do with your actions until you have rolled the dice. There is no

declaration of intents: just point at the figure you want to activate and roll the amount of dice you want to roll. Then check the dice results and decide how to use the available actions.

EXCEPTION: Magic-using models rolling three dice must announce that they are casting a spell if they want to do so as part of their activation. This is required because Magic-users run out of power if they try to cast a spell and roll three failures. Magic-user variants (like Necromancers, Summoners, etc) suffer from other forms of "magical backfire" when they roll three failures. These are described in the supplements. Of course, if a Magic Using model plans to roll less than three dice, he is not required to announce the action.

QUALITY ROLLS OTHER THAN ACTIVATION

Quality rolls are made for most activities with an uncertain outcome, from jumping over a chasm to resisting the effect of a spell. Generally, the rule will tell you on how many dice you must make a Q roll. When the rules tell you to make (or "pass") a Q roll and they do not specify how many dice you must roll, roll one single die.

Successes rolled	Possible actions
1 failure	Model performs no action; then player nominates another model and rolls to activate it
1 success	Model performs one action, then player nominates another figure and rolls to activate it
1 success, 1 failure	Model performs one action, then player nominates another figure and rolls to activate it
1 success, 2 failures	Model performs one action, then play passes to the opponent
2 or 3 failures	Model performs no actions, play passes to the opponent
2 successes	Model performs 2 actions, then player nominates another figure and rolls to activate it
2 successes, 1 failure	Model performs 2 actions, then player nominates another figure and rolls to activate it
3 successes	Model performs 3 actions, then player nominates another figure and rolls to activate it

END OF THE GAME

Play continues until one side is wiped out (all models are killed or run off the table) or until the specific scenario victory conditions are met.

For example, a scenario may state that the game ends “when the Princess is freed from her captors” or “when the Orc banner is removed from the battlement”. In most cases, total elimination of the opponent’s forces ends the scenario.

ACTIVATED FIGURES

As seen in the activation table, an activated figure may perform one, two or three actions. Among other things, actions can be used to move or to attack. **No character may perform more than one attack (ranged or melee) per turn, unless a Special rule allows it.**

Models may spend one extra action on an attack (melee or ranged) to make the attack more powerful, reducing their opponent’s Combat value by 1. Think of this as taking a few extra seconds to aim or using all of your strength in an all-out melee attack. This is called Power Blow in melee and Aimed Shot in ranged combat.

Any figure may spend its actions as follows:

ACTION	COST
Move	1 action per move
Model with Short Move	moving through difficult terrain
Melee attack	2 actions
Melee Power Blow	1 action
Ranged attack	2 actions
Aimed Shot	1 action
Break a Transfix spell	2 actions
Break an Entangle	2 actions
Stand up	2 actions
Cast a spell	1 action
Other actions	1, 2 or 3 actions (see magic)
	As determined by scenario or player agreement

You can use the actions in any order you want. You can perform any action that is not explicitly prohibited in the rules.

A character with three actions may, for example, use one to move in contact with an opponent, use the second action to attack in melee, and use his third action for movement again; for example, to move in contact with another target after successfully dispatching the first, or using his third action to stand

up after falling, or to move away from the current engagement.

A character may not perform a melee and a ranged attack in the same turn unless it possesses a special rule explicitly allowing him to do so.

FOR example, a character may not loose an arrow at a target with his first action, move into contact with the target with his second action, and attack the target in melee with his third action.

MOVEMENT

Most models have Medium move -- it means they can move from one end to the other of a Medium stick by spending one action, as shown in this illustration.

Note that the model is actually “leapfrogging” the stick, so the model is moved from any point of his base to any point of the stick. This means that models on larger bases will move a bit more than models on regular bases. This is balanced by the larger footprint of the larger base, which allows more opponents to gang up on the model. In any case, players are advised to use whatever standard base size best fits the models. Do not place them on overlarge bases unless absolutely needed to accommodate the creature.

All models in the game have Medium move unless otherwise indicated on their profiles. Unusually short-legged, long legged, or fast characters have the Short Move or Long Move special rules. Generally, all cavalry models will have Long Move. Some heavy, clumsy riding beasts such as giant turtles may have Medium movement.

A model can move less than the full distance if desired, or not move at all. If movement passes through any sort of difficult ground, such as a marsh or a wooded area, the model’s speed is reduced by one category. Medium movement becomes Short, Long becomes Medium, and Short needs two actions to move.

Movement must always be performed in a straight line from any point of the measuring stick to any point of the measuring stick. A model will often have to use more than one action to go round a corner or move past a foe.

LINEAR OBSTACLES

A model may move through a linear obstacle such as a hedge or low wall, but its speed is reduced by one category. Medium movement becomes Short, Long becomes Medium, and Short needs two actions to move: on one action, the model stops in contact with the linear obstacle, and with the second action the model moves 1xShort from the other side of the obstacle. Linear obstacles which are taller than half the model's height will require climbing over. Depending on the scenario, this may require the expenditure of an extra action, or passing a Quality roll on a single die to avoid falling.

Players are encouraged to determine the nature of all obstacles on the battleground before the game, to avoid arguments during play.

MINIMUM MOVEMENT: THE STEP

Regardless of model's movement speed and terrain, a model may always spend one action to perform a "step" - that is, a movement of one base.

In the rare cases where a model's base is so oversized to be larger than one Short measuring stick (e.g., some huge elephants or dragons), the model's step is one Short measured from any part of the model's base.

FREE MOVES

Characters far from the hot spots of the battlefield have an alternative to the standard activation process. When a model has no active enemies within 2 x Long, he may perform a single "non combat" move INSTEAD of dicing for activation. This is called a Free Move and represents a character's slow and sure tactical advance. The character uses his standard movement distance for the Free Move. As soon as the character comes within a 2x Long radius of an active enemy, he may no longer perform free moves. Transfixed, bound, chained and dead enemies do not count as "active" for purposes of this rule.

MOVING THROUGH FRIENDS

A character may move freely through friendly models as long as he has enough movement left to clear their bases. If he hasn't enough movement, he must stop in contact with the friend. A model may move through the base of a friend even if the friend is fallen and/or engaged in melee.

A model may not move through enemies. His movement immediately stops if he comes in contact with the base of an enemy (unless the enemy is Fallen or Transfixed) and the model is considered in melee with that opponent.

This happens even if the base of the model just "brushes" with the opponent's base. In other words, any contact with an opponent during movement arrests the character's movement.

A model's movement is NEVER stopped by Fallen or Transfixed opponents.

A model with Free Disengage must stop when he comes into contact with an enemy, but may then use an additional action if available to move away from the engagement.

Moving through friends is NOT allowed in cramped situations such as going through a door, fighting in a corridor or inside a building. Players may agree to extend the "cramped quarters" rule to other situations as the scenario suggests.

Moving through friends is allowed during a recoil, providing it does not take place in a cramped situation as described above. For more about this, see Recoil, below.

JUMPING AND LEAPING

A character can jump his normal movement distance with a Quality roll. The player is NOT allowed to pre-measure (this is a case where not knowing a distance builds some tension into the game). The roll is at +1 if he spends one movement action to perform a running start, and -2 if he is wearing Heavy Armor. If he doesn't make the roll, he jumps one move category less (that is, Long move becomes Medium, Medium becomes Short, and Short becomes a one-base-width).

If the jump is not enough to clear the distance, the model falls, potentially taking damage as per the normal falling rules.

Some roofs, moss covered stones, dungeon floors, etc. will also count as Slippery ground for Jumping purposes. The model will have to test its Quality BEFORE and AFTER making the jump (he risks falling at the end of his "running start" and when landing). Of course, in

many cases the distance jumped will be enough to clear the slippery patch of terrain.

A model may jump down from a height no greater than its own automatically, but jumps from a greater height use the "falling damage" rules. In many cases, a jump down can be treated as climbing an obstacle.

MOST four legged animals will automatically pass the Quality test unless the terrain is slippery or they are jumping over a difficult obstacle like a stockade or a barricade. It's impossible to give a hard and fast ruling here, as some animals are more agile or suited to move over certain obstacles. Use the abilities of real-world equivalent as a rule of thumb. For example, a horse will easily jump a linear obstacle like a small hedge.

FALLING DAMAGE

If a model falls when at the edge of a cliff, bridge or other elevated structure, he falls for the whole distance. A falling model must make a Quality roll, on one die if the fallen distance is Short, two dice if Medium, three dice if Long. On any failure, the model is out of action.

Probably he broke a leg and passed out—but he could also have cracked his skull and be very dead... this will be determined by his survival roll in the post game phase, if you are playing a campaign. In a one-off scenario, you are free to interpret the character's fate as your dramatic sense suggests.

Complete success on a falling damage roll means that the model is fine. However, to represent the shock of the fall, the character will need to spend two actions to stand up.

This is an exception to the standard "standing up" rule which requires only one action to do so.

MELEE

A model must be adjacent (in base-to-base contact) with another model to fight in hand-to-hand combat, also called "melee". As soon as two models are adjacent, they are considered to be in melee, even if no model actually performs an attack.

Melee combat is simultaneous: either model involved in the fight may kill, push away or knock down the other.

EXCEPTION: in some cases, a combatant is allowed a "Free Hack". A Free Hack is an attack without consequences, like a stab in the back of a foe who is running away, or an opportunity attack against an enemy who is recoiling from a fight. The model performing the Free Hack may affect the target of the Free Hack, but may not be affected. The target of the Free Hack rolls a combat die as normal, but his roll is purely defensive.

If two models are in melee and one of them spends one or more actions to attack, both models roll dice to resolve the fight.

A turn represents a few seconds of activity, therefore all combatants have a chance of dealing a telling blow at some point. If the models do not roll dice (because the player chooses to do so, or because the model has no available actions to perform an attack) the adjacent models are still considered in a melee. They are parrying each other's blows, studying the opponent, or simply waiting for an opening.

This "simultaneous combat" system makes sure that all participants stay involved and get to roll dice, even during their opponent's turn. It also makes the decision to attack or not a conscious tactical choice on the player's part.

Each model involved in a combat rolls one die and adds its Combat score. If the result is a tie, nothing happens -- the models parried or dodged each other's blows, or the blows bounced off the opponent's armor. If one model beats the opponent, the opponent falls to the ground (if the winner's die score is even) or retreats by one base width directly away from the attacker (if the winner's die score is odd).

EXAMPLE: A C3 elf attacks a C4 orc and rolls a 4 on his die. The orc rolls a 2. The elf's total is $(3 + 4) = 7$ and the orc's total is $(4 + 2) = 6$. The orc is beaten (as the elf's total of 7 is better than the orc's total of 6). The orc falls to the ground, because the elf rolled an even number on his die. The actual number rolled on the die, and not the total, is checked. If the elf had rolled a 5, the elf would still be the victor but the orc would recoil instead of falling, moving one base away from the elf.

If an attacker doubles his opponent's score, he has scored a kill. The opponent figure is removed from the tabletop.

EXAMPLE: A C3 elf attacks a C2 goblin and rolls a 5 on his die. The goblin rolls a 2. The elf's total is $(3 + 5) = 8$. The goblin's total is $(2 + 2) = 4$. The elf's total is double the goblin's, who is consequently removed from the game as a casualty.

Tripling the opponent's score inflicts a gruesome kill, which can potentially spread fear among his allies, causing a Morale check for all the enemies who witness the kill (see the Morale section for further information).

A tripled score may seem a rare occurrence, but there are modifiers which lower a model's C score and make it easier to triple it. For example, when a single character fights against many opponents, his C score is reduced by 1 point per extra opponent beyond the first (for example, the C score is reduced by 2 if the model fighting 3 opponents). Powerful attacks (performed spending 2 actions) also reduce the target's C score by 1. Astute players will understand the importance of launching an attack when the odds allow them to double or triple their opponent's scores.

COMMON MELEE MODIFIERS

Outnumbered: -1 to the opponent per every adjacent model above the first

Attacking a transfixed or fallen foe: +2 and blow is Lethal (you kill if you beat by 1 point or more)

Performing a Power Blow (2 actions): -1 on the opponent's Combat score

Ambush bonus: +1

Mounted model attacking a non-Mounted model: +1
Defending an obstacle and/or fighting in elevated position: +1

Large model attacking a smaller model: +1

OUTNUMBERED

When a model is adjacent to more than one enemy, his C score is reduced by 1 per every opponent beyond the first.

EXAMPLE: a C3 dwarf is in melee with three goblins. As long as the situation does not change, the dwarf is treated as having C1 (3, -2 for two extra opponents beyond the first).

Fallen adjacent models still count for purposes of this rule. Transfixed models (who are bound or paralyzed by magic) do not count for outnumbering purposes.

SO if the C3 dwarf above is in melee with three goblins, of which one is Transfixed by a spell, his C score will be C2 (-1 for one enemy beyond the first, not counting the Transfixed goblin).

When an outnumbered model tries to move away from a melee, the C penalty for being outnumbered is applied to any Free Hacks performed against him.

The penalty for being outnumbered applies both if the outnumbered model is attacking (spending actions to attack) and defending (rolling a Combat die when one of its opponents spends actions to attack him).

FIGHTING TRANSFIXED OR FALLEN OPPONENTS

A melee attack against a fallen or transfixed opponent is performed at +2. The opponent is removed as a casualty even if beaten by a single point. In other words, you attack at +2 and you do not need to double the opponent to kill him. An attack which causes a casualty by winning by even a single point is said to be Lethal.

EXAMPLE: Dirbo the Halfling, C2, attacks a C5 dragon who has just been paralyzed by a spell by a Wizard. Dirbo rolls a 5, for a total of 9 (C2 + roll of 5 + 2 because the opponent is Transfixed). The dragon rolls a 3, for a total of 8 (C5 + roll of 3). The dragon is beaten by just one point by a Lethal attack and dies.

Attacks against Transfixed opponents are at +2 and Lethal. The transfixed model's roll is purely defensive.

This means that nothing bad can happen to the attacker even if the Transfixed defender wins the combat roll. Attacks against fallen models are at +2 and Lethal but they are NOT Free Hacks. So, a fallen opponent may hit back and even drag you on the ground.

A fallen model may attack during his initiative, but the opponent will still enjoy a +2 bonus for fighting a fallen opponent. The best course of action for a fallen model is to use its first available action to stand up.

AMBUSH BONUS

A model that starts the turn hiding behind woods, or the corner of a dungeon corridor or of a building, or is somehow hidden by any other scenic feature, is called an ambusher. Ambushers have +1 on their Combat rolls if they shoot missiles from within cover. Ambushers also attack in close combat at +1 in any turn which they started hidden. They rush out of their hiding place to surprise their opponents.

If a special rule allows an ambusher to perform multiple attacks, the ambush bonus applies only on his first attack.

To claim an ambush bonus, a character must be completely hidden by a scenic feature, and the opponent he is charging or targeting with a ranged attack must not be able to draw a line of sight to him before the character moves out of his hiding place.

SIZE BONUS

Some models are bigger than man-sized. They have the Big, Huge, or Gargantuan special rules. Huge creatures are larger than Big creatures, and Gargantuan creatures are larger than Huge creatures. Whenever a larger creature attacks a smaller one in melee (e.g., a Huge model attacking a normal or Big creature, or a Big creature attacking a normal creature), the larger model has +1 on its Combat score.

Smaller than man-sized creatures such as Halflings and Kobolds are treated as normal sized creatures. Groups of tiny creatures like Pixies, rats or bugs are better described by the Swarm special rule, or are treated as a single creature with a low Combat score.

FALLEN MODELS

A model falls to the ground (lay the miniature on its back) when its opponent wins a Combat with an even result on the die. In other words, your model falls if it lost a Combat roll in which the opponent has rolled a 2, 4 or a 6. It is the score on the die, not the total, that counts, so just look at the die.

A fallen model may still attack any adjacent models normally in melee but his opponents strike back at +2 and with Lethal effect; **if the fallen model loses the combat by one point or more, it is killed.**

If a fallen model is doubled in combat, its opponent has scored a gruesome kill.

A fallen model may be activated as normal and spend one action to stand up. Although this is not mandatory, standing up is the best way to ensure the model's survival.

Some people find it unrealistic that a model falls 50% of the time when it loses a combat. In the context of the game, the model may not have literally fallen – he may have just lost his balance for a second, or maybe his weapon turned in his hands; maybe he lost the grip on his shield, or he opened his guard too much. “Falling” represents a moment in combat where the model is very vulnerable due to a mistake. It is not necessarily a fall on the ground. You can rename it “stunned” if that sounds better. However, it DOES represent a fall when a model is in a precariously balanced situation, such as fighting on the edge of a cliff. In that case, a fall is literally a fall... and the model takes falling damage.

RECOILING

A model must recoil when its opponent wins a Combat with an odd result on the die. In other words, you recoil if you lose a Combat in which the opponent has rolled a 1, 3, or a 5. It is the score on the die rather than the total that counts.

The recoiling model is moved one base width away from the attacker that caused the recoil. The owner of the model decides the exact direction of the recoil. If the combat is taking place in a non-cramped location (e.g., not in a narrow dungeon corridor or through a door),

the recoiling model may also recoil through an adjacent friend (just place the recoiling model behind the friend).

If the recoil brings the model in contact with any active (i.e. not Transfixed) opponent, the enemy model gets one “Free Hack” attack against the recoiling model. This is rolled like a normal attack, but only the opponent can damage the recoiling model, and not vice versa.

RECOILING FROM MULTIPLE OPPONENTS

A model that recoils from multiple opponents does not receive a Free Hack from the additional opponents.

A recoil represents a “fighting withdrawal” and not turning one’s back to the enemy and running. The model has parried or dodged a series of blows but has reckoned that his position was too dangerous, so has chosen to give ground and avoid the attackers, catching his breath for a moment.

NO SPACE TO RECOIL

If there is no space to recoil (for example, if the model is completely surrounded by enemies, or is at the table edge, or is with its back against an impassable scenic feature such as a tree or a wall), the recoiling model automatically falls to the ground. A model recoiling on the edge of a cliff or other similar scenic feature falls and takes falling damage.

A player may also declare that his model is falling instead of recoiling at any time. Although in most cases this will be suicidal, there may be certain scenario situations where a fall is preferable to a recoil.

FOLLOWING UP (OPTIONAL)

Recoiling sometimes advantages the model who lost the combat roll. For example, an archer recoiling away from a melee combat will be allowed to shoot or cast a spell in its player’s turn (since the model is no longer considered in melee combat, it can now use ranged attacks). If you dislike this, use the following optional rule: any model causing a recoil immediately receives a free action to keep in contact with the recoiling model. If the recoiling model has Free Disengage (as a special rule or as a game effect caused by superior movement, e.g. a

recoiling Mounted model versus a foot model), follow up is not possible. If a single model is recoiling from multiple opponents, only the model who caused the recoil may follow up.

If the retreating model recoils behind a friend, the following up model may use its free action to move in contact with the friend.

Use this rule if all players agree. It makes the game more predictable, but adds another layer of tactical choices, and feels a bit more “realistic” for some.

PRIORITY IN MELEE (OPTIONAL)

Some players find unrealistic that a model in contact with multiple opponents, one of which is Fallen, attacks the Fallen opponent just because doing so is more effective in game terms. In “reality”, the model would fight first against the standing opponents, who are perceived as more dangerous. If you want, use a priority rule, saying that any model contacted by multiple opponents must always attack standing models before attacking fallen ones. Models with the Opportunistic, Combat Master or Assassin rule may always opt to attack fallen models even if in contact with standing opponents. Models may disregard the melee priority rule if the standing models’ total point value is inferior or equal to the fallen model’s value.

EXAMPLE: a warrior in melee with a fallen Ogre worth 60 points and two standing Orcs worth 20 points each may disregard the melee priority rule and attack the Ogre. Even if he is fallen, he’s still perceived as much more dangerous than the Orcs!

This rule makes melee less deadly. Multiple melees will last longer and there will be less morale tests for Gruesome Deaths if you use it. It gives you the opportunity to help your fallen models by moving fresh troops in contact with the opponent that knocked down your model.

LEAVING MELEE COMBAT

A model who wants to leave a melee can do it freely if the opponent is fallen, entangled, or transfixed by a spell. However, disengaging from an active opponent is risky. The model receives one “Free Hack” attack from each adjacent opponent at the moment of breaking contact. This is rolled as a normal attack, but only the opponent can damage the fleeing model, and not vice

versa. If the disengaging model wins the die roll, he is free to move away from the opponent. If he loses the roll, he suffers whatever combat result has been caused by the opponent.

EXCEPTION: models with the Free Disengage special rule move away from the opponent with no ill effects. They are not attacked when they leave a melee, or when a recoil brings them in contact with an active enemy. In other words, models with Free Disengage are immune to Free Hacks.

A model may have Free Disengage on its profile, or may receive Free Disengage in certain situations. Models with Free Disengage in their profile always have it. Mounted models get Free Disengage when disengaging from foot (non-Mounted) models. Flying models get Free Disengage when disengaging from non-flying models.

If a model has Free Disengage versus some but not all of his current opponents, only those who can perform a Free Hack will do so.

EXAMPLE: A Flying model is trying to disengage from a melee with two enemies, one Flying and one not. The retreating model will receive a Free Hack from the Flying opponent but NOT from the non-Flying opponent.

Note that a model with Free Disengage still has to stop when it comes in contact with an opponent. The only advantage is that, IF the model wants to leave that combat engagement, it does so without receiving a stab in the back.

LEAVING MELEE - MULTIPLE OPPONENTS

If a model voluntarily leaves a melee and disengages from multiple opponents, each of them will perform a Free Hack at him. However, the order in which these Free Hacks are rolled is chosen by the retreating model. If the effect of a Free Hack makes the retreating model an invalid target for further Free Hacks (for example, because the first Free Hack forces the character to recoil, and he has space to do so), the additional Free Hacks are not performed.

Note that the above Free Hacks do NOT apply if the model is recoiling because of a combat result. A recoiling combatant is still facing the enemy and

dodging/parrying the blows. He loses ground but he is not stabbed in the back as he runs away.

If a model leaves a melee because of a failed Morale check, though, any adjacent enemy gets a Free Hack at him, and that Free Hack is Lethal (that is, the fleeing model is removed from play even if beaten by just 1 point).

CHARGE

Sometimes the rules refer to a “charge”. In game terms this is simply another word for the movement action that brings one model into melee contact with another. There is no “charge bonus” in these rules, although some special rules such as Dashing may benefit a model moving into contact with an opponent.

Players familiar with other game systems may expect a charge modifier, while in Song of Blades and Heroes there's none.

WHY NO WEAPONS?

There are no specific weapon rules in this book. The model's equipment is reflected in its Combat score and Special Rules. We feel that specific weapon rules complicate matters, especially as different weapon types interact with each other and force you to make comparisons (in length, lethality, etc.) with the natural attacks of monsters. Is a knife sharper than a dragon's claw? Does the horn of a unicorn count as a spear, or maybe as a lance? So to keep things simple, the basic system avoids weapons. But some players like that level of detail. Specific, racially-themed supplements will introduce rules for exotic, long or heavy weapons, weapons that puncture armor, and so on. Generic “hand weapons” require no special rule, so all profiles in this book will continue to be valid, but if you like the extra complexity of weapon rules, you may use the profiles in the racial books for the more unusual weapons.

RANGED COMBAT

A model with the Shooter special rule is able to hit a target from a distance. The process of attacking a distant target is called ranged combat. The Shooter special rule may represent a natural ranged attack, like a manticore shooting spines from its tail, or (more frequently) the use of a ranged weapon like a bow, sling, crossbow, or javelin.

RANGE MODIFIERS

Every Shooter has a range (Short, Medium or Long) shown on his profile. If the target is within this range, the shooter may attack him using his normal Combat score. If the target lies within double the range, the attack is at -2. If the target lies at three times the range, the shot is at -4. If the target lies beyond that, the shot is impossible.

Note that these seemingly harsh penalties are mitigated by Special Rules such as Good Shot and Unerring Aim.

Magic spells used as Ranged Attacks (see the Magic section) are performed at -1 at double range, and at -2 at triple range.

Magic is inherently more accurate than weapons, because all the mage has to do is to point a finger at the target and utter his magic words.

RESOLVING RANGED ATTACKS

Ranged combat is resolved like melee although only the shooter can affect the target. In other words, the shooter may cause a recoil/knockdown/kill the target, and the target's roll is purely defensive. The target's roll represents his chances to dodge the attack or deflect it with a shield. This also applies if both the shooter and the target are armed with ranged weapons. If the target survives, on his turn he may well be activated and shoot back, but this does not happen when the opponent is shooting at him.

To determine the outcome of a ranged attack, **roll a die for the shooter and a die for the target, adding their respective Combat scores.** If the result is a tie, nothing happens. The shot missed the target or bounced on its armor or shield, or maybe it grazed the target's clothes with no effect.

If the shooter wins, the target falls to the ground (if the winner's die score is even) or retreats by one base width (if the winner's die score is odd).

A fall may mean that the target had to drop to the ground to avoid being hit, or that he was slightly wounded and fell because of the pain. A recoil means that the target dodged the attack by moving away.

If the shooter doubles the target's score, he has scored a kill. The target figure is removed from the tabletop.

If the shooter triples the target's score, he has scored a gruesome kill, which can potentially spread fear among his allies (see the Morale section for more information about this).

FOR more information and examples on combat results, see the comments in the melee section -- the effects of ranged attacks are the same.

LINE OF SIGHT

In order to perform a ranged attack, the shooter must be able to trace a line of sight to his intended target. Draw a straight line from shooter to target. **If this line goes through any solid obstacle or model, the shot is impossible.** The only exception is when a shooter is adjacent (in base to base contact) with a friendly model. In this case, the friendly model does not obscure the archer's line of sight. This is called "shooting over a friend's shoulder".

Sometimes, because of the position of models or the shape of scenic items, it may not be obvious whether the shooter can trace a line of sight to his target. Use a length of thread or a laser pointer if you are in doubt! Measure from any point of the shooter's base to any point of the target's base. If you can draw a line, a shot can be fired. Remember: if you can shoot your enemy, your enemy can shoot you!

TARGETING RESTRICTIONS

The shooter must always shoot at the closest enemy model, unless that enemy model's point value is less than half of the shooter's.

EXAMPLE: an heroic archer worth 50 points might choose to ignore enemy "mooks" worth 23 points each and save his arrows for the opponent's Leader and special models.

The shooter may also ignore an enemy model who is hiding, fallen or protected by cover. A shooter may also always ignore regular-sized foes in order to shoot a Big, Huge, or Gargantuan model.

OTHER priorities may be assigned by specific scenario rules. For example, in a “man hunt” scenario, we can rule that every guardsman may fire at the wanted man.

NO SHOOTING IN OR OUT OF MELEE

If either the target or the shooter is engaged in hand-to-hand combat, shooting is not possible. In other words, you can’t shoot if someone is in melee against you, and **you can’t shoot someone who is in a melee with one of your friends, because you might hit your friend.** If the shooter is in melee with only a fallen foe, the shooter can fire missiles as normal, including shooting at the fallen foe in contact with him. A shooter cannot shoot an enemy who is in contact with a fallen friend though, as the risk of hitting his friend remains.

SHOOTERS AS MELEE FIGHTERS

Even if a miniature is depicted armed with a ranged weapon only, the model is still considered to be equipped with a melee weapon of sorts. Maybe he has a knife tucked away in his belt or boots, or his bow is reinforced so it can be used in a melee. If the model is contacted in melee, he may not perform ranged attacks, but he will fight normally (using his normal Combat score) in hand-to-hand.

COVER

If a target is visible but partially obscured by a scenic item, the model is said to be under cover and any ranged attack against him is at -1. A model completely obscured by a scenic feature is not a valid target.

A shooter on higher ground may be able to negate the cover.

FOR example, a model firing from the roof of a building may ignore the fact that his target on the street below is hiding behind an upturned cart or a low wall.

Draw a LOS from the base of the shooter to the target using a length of string or a laser pointer, and check if shooting from an elevated position gives any advantage to the shooter.

WOODS

A wooded area is best represented on the tabletop by a piece of green felt upon which models trees and shrubs are placed so that they can be moved away to allow for character movement. A character does not have to spend multiple actions to move around trees – his movement rate is simply reduced by one step (from Medium to Short, for example) as for any broken terrain. To determine whether a model is within the woods, just check if his base is on the felt or not.

You may count very large trees as obstacles if you want. Just make sure you agree with your opponent that a certain tree is an obstacle and may not be moved around to accommodate character movement.

Wooded areas count as broken terrain, reducing movement by one category to all models without the Forester special rule. Models with Forester move normally.

Woods block line of sight. A character outside a wood cannot shoot a model inside the wood. A model inside the wood can shoot out of it at +1 (Ambush bonus) if it is adjacent to the edge of the wooded area. A model outside of the wood and adjacent to the edge of the wood may shoot at a target inside the wood at -1 (cover modifier) and negates his Ambush bonus. This means that, if the model hiding in the woods rushes him, he will not enjoy a +1 for Ambushing him. Maximum range is 1 x Short. Two models that are both inside the woods can target each other only at Short range and at -1 (cover modifier). Scenarios may feature unnaturally thick woods where LOS and movement are further reduced or use different rules.

MISSILE EXPENDITURE

Whenever a shooter rolls an unmodified 1 on his Combat die roll, roll again a single die; on another 1, the shooter may not attack in ranged combat anymore during the game. The model may have broken his bow, may have run out of missiles or strained his shoulder, etc. This doesn’t necessarily mean the attack has no effect: if the rolled total is enough to affect the target, it does.

“I killed him with my last arrow” and “My bow snapped as my arrow fled towards the orc, forcing him to hunker down” are both valid sentences in a Song of Blades and Heroes battle report!

AIMED SHOTS

A Model may spend two actions to perform an Aimed Shot. An Aimed Shot gives -1 to the target's Combat score, increasing the likelihood of a kill.

EXAMPLE: Argylas the Elf (C3) aims his bow at a C2 Orc 1 x Long away. If he performs a regular ranged attack, the attack will be a 3 vs a 2. If he performs an Aimed Shot, it will be a 3 vs a 1. Note that this is not the same as having a +1 to the shooter's C score, as it is now easier to double the Orc's score.

SIZE IN RANGED COMBAT

If a model attacks in ranged combat any large (Big, Huge or Gargantuan) model, the attack gets +1 on the die roll. Large targets are easier to hit.

RANGED COMBAT MODIFIERS

Target is behind cover/in a wooded area: -1
Shooting at double range: -2
Shooting at triple range: -4
Target is undead: -2
Target is Big, Huge or Gargantuan: +1
Target is Transfixed: +2
Target is Fallen: no modifier
Aimed Shot: -1 on opponent's Combat score
Shooter has the Good Shot special rule: +1
Shooter has Unerring Aim: halve range penalties (-1 at double range, -2 at triple range)

MAGIC

Models with the "Magic User" special rule can cast spells. The player declares his intention to cast a spell before activating the model, and rolls one, two or three dice as normal for any activation roll. The number of successes rolled is the number of power points he has to cast the spell. So with 2 successes you have a power 2 spell, for example. Not all the successes need be used in the spell -- for example, a magic-user who rolled three successes may use one to move and two to cast a power 2 spell. Or he may move twice and cast a power 1 spell. Or he may abort the spell altogether and move three times!

The only reason why the magic-user must announce he's casting a spell is because of spell failures (see below).

Note that this is the only situation in the game where a model declares what he's going to do before rolling the activation dice.

Certain scenarios may state that a magic user gets a bonus on Quality to cast a spell in a certain situation, or

when using a specific magic item. In that case, apply the bonus only to the dice that are actually used to cast the spell.

EXAMPLE: Blarion, a Q4 mage, is standing next to an altar of the ancient gods which gives +1 to Quality for purposes of spell-casting (scenario rule). Blarion rolls three dice and states that he's casting a spell. He rolls a 3, a 2 and a 5. The 5 is obviously a success. The 2 is obviously a failure (even with the +1 bonus, it is not enough to be counted a success at Q4). The 3 would be a failure, but Blarion decides to use that die result for spell-casting, therefore adding the +1 bonus from the temple. So Blarion may cast a Power 2 spell (using the 5 and the 3+1) or may move once and cast a Power 1 spell (using the 5 to move and the 3, boosted to a 4, to cast a spell).

FAILURES ON SPELLS

Spell casting works like any other form of activation but you must declare that you are casting a spell as part of that activation before you roll the dice.

If you roll two failures, play passes to the opponent like with any other activation roll.

If a magic-user rolls 3 failures at activation, he's out of power -- he can't cast any more spells for the duration of the game.

Some magic-users variants described in the supplements, like Necromancers and Summoners, have different "backfire" rules.

The "out of power" rule applies even if the magic-user is casting a spell as part of a group activation. See the Group Moves section.

RESTRICTIONS IN SPELL CASTING

Spells cannot be cast if the magic-user is engaged in melee, unless all the adjacent foes are fallen or transfixed.

Spells cannot be cast if the magic user cannot trace a line of sight to the target.

SPELL RANGE

The ranges of spells depend on the power (number of actions) used to power the spell.

A power 1 spell has Short range;

A power 2 spell has Medium range; and

A power 3 spell has Long range.

A spell's power is determined by the number of actions (successful activation dice) that the player puts into the spell, NOT on the number of dice that he rolled. So, for example, a magic-user who rolled three dice and scored only two successes, is casting a Power 2 spell, NOT a power 3 spell.

SPELLS AS RANGED ATTACKS

Spells can be used as ranged attacks with a Combat score equal to the power of the spell and a range of Short if power 1, Medium if power 2, and Long if Power 3. This represents the magic-user casting lightning bolts, fireballs, disintegration beams, or similar effects. They can be used at multiples of the basic range.

FOR example, a Power 1 spell with a range of Short can be used to attack a target up to 3xShort sticks away, at -1 per stick beyond the first.

If a spell is used as a ranged attack, all normal targeting restrictions apply.

SO for example you can't target someone engaged in melee, or if you can't trace a line of sight.

If a magic-user possesses any special rule that affects his ranged combat, it also affects his spells.

FOR example, a magic-user with Good Shot has +1 on C when using spells as ranged attacks. A magic user with Poison will be able to deliver Poison even when using spells as ranged attacks.

Spells used as ranged attacks against Undead and Swarms do not suffer the -2 penalty. They may also hit normally targets with Stealth, as magic-users are assumed to employ some sort of second sight or aura detection power to see their targets.

Using spells as ranged attacks is not terribly effective in game terms; still, a magic-user who first transfixes a target and then dispatches it with a magic bolt can be pretty dangerous, especially against low power undead or sneaky assassins with the Stealth special rule.

TRANSFIX

A spell can also be used to transfix a creature, pin him to the ground, cover him with spider webs, distract him with swarms of bugs, paralyze his limbs, etc.

Transfix effect has the following ranges:

Short range for power 1;

Medium for Power 2 spell;

Long for Power 3 spell.

Transfix may not be cast at multiple ranges.

Any model in range can be targeted as long as the magic-user has a line of sight to him-- even if the target is already engaged in melee. The magic-user nominates a target and makes his activation roll, thus generating power points for the Transfix spell. The targeted model must make a Quality roll, on one die per point of power of the spell. So if the spell was cast with 3 successes, the target must resist on 3 dice. If the targeted creature rolls any failure, it is transfixed.

A transfixed model must spend 2 actions to break free of the spell. Until he does so, he remains Transfixed. So, every turn, at activation, the player may nominate the transfixed model and roll to activate it with 2 or 3 dice. On two successes, the model breaks free of the Transfix.

Transfixed models are attacked at +2 in melee and ranged combat.

Transfixed models cannot move.

Transfixed models are automatically removed from the game if they fail a morale roll while transfixed.

Transfixed models are helpless: any attack against them is Lethal.

Transfixed models automatically break free of the spell (no action expenditure required) if the magic-user is killed.

Transfix is the most powerful asset in a magic-user's arsenal, but makes him a high priority target... because the fastest way that the opponent has to de-transfix his models is to kill the wizard! Effective tactics with magic-users include an archer following up the Transfix with a ranged attack on the paralyzed target, and a bodyguard remaining adjacent to the magic-user to protect him from the melee fighters who will undoubtedly try to come to close quarters with the wizard.

A Transfixed model is not in the same predicament as a fallen one, although for game purposes both conditions are equally bad.

We suggest that a Transfixed model is marked with a counter of sorts – for example, you could make a tiny spider web out of paper or thread and place it on the model, while Fallen models can be laid on the playing surface.

In large games with multiple magic-users, to remember who transfixed whom, you may use lengths of wool thread of the same color as the magic user's robe, to mark transfixed models.

OTHER MAGIC EFFECTS

The supplements of this game describe other types of spell-casters and other effects that they can cause. Magic increases considerably the complexity and the interaction of rules, so we kept it to a minimum in the basic rules. Magic-users are not meant to rule the battlefield but they can be a powerful asset if played well. Hence there are no absolute immunities, terrain altering effects or area effect magic. We will add these in a specific magic supplement.

WHERE IS THE SPELL LIST?

There is no spell list in SBH. We prefer to break down magic in a series of general game effects, like performing ranged attacks and hindering opponents. The exact nature of the attack is left to the players' imagination -- we assume that the wizard knows what he's doing and is using the most appropriate effect. Whether it's roots springing from the ground to ensnare a target's legs or a paralysis ray from the mage's fingertips, or an illusionary light that dazzles the target, what counts is the game effect: the character is restrained or stunned and becomes a better target for melee and missiles attacks.

MORALE

A Morale check (also called a morale test or morale roll) is a Quality check rolled on three dice. On one failure, the model must immediately make one move towards the closest table edge; on two failures, it must make two moves; on three failures, it automatically runs away or surrenders (the model is removed from play).

The Morale effect is temporary and it doesn't carry over to following turns. In other words, you either are on the tabletop, or you aren't. There is no such thing as a "routing status" to mark on the models. If the movement caused by a failed Morale test is enough to move your model out of the table, it means that the model ran away to fight another day. If it is not enough to move the model off the table, he retreated to a safer place on the battlefield, caught his breath, and decided to keep on fighting.

The player should always use the shortest route possible off the table. If more routes of equivalent length are possible, the player chooses.

Terrain affects fleeing movement as per normal terrain rules. Models with the Slow rule ignore it when fleeing.

SURROUNDING

A fleeing model must run towards the closest table edge but while doing so he must stay at least one Short move away from any enemy. Fallen or dead enemies, or the enemy that the model is disengaging from if he was engaged in melee, do not count. If this is impossible, the fleeing model has no way out of the table and is destroyed.

Surrounding the opponent and then causing a morale roll is a sound tactic for large warbands. It is one of the cases where a bunch of weak models may dispatch much stronger opponents.

The only way a routing model can be surrounded, and thus automatically killed, is when no matter where it moves, it will have at least one active (i.e., not Fallen, not Transfixed) opponent within 1x Short distance.

MODELS DISENGAGING FROM MELEE

If a model engaged in melee runs away because of a failed Morale check, he receives a Lethal Free Hack from the enemy or enemies from whom he is disengaging. If he loses the Free Hack, the fleeing model is killed (unless the fleeing model is Tough: see the Tough Special Rule).

All models routing off the table or killed during a rout are removed from the game. They count as casualties for purposes of calculating victory points.

FALLEN MODELS AND MORALE

A fallen model with no enemies in contact will use the first of his compulsive movements to stand up. So if the model rolled one failure he will just stand up, if he rolled two failures he will stand up and make one fleeing move. If he rolled three failures, the model is automatically removed from play (he ran away or surrendered).

A Fallen model having any enemies in contact in the moment he fails a Morale roll is killed. A Transfixed model failing any Morale roll is killed, even if it had no enemies in contact.

The “three failures equals routed” rule may seem harsh, but the table is so small that it often doesn’t make much a difference. If you take away that rule, models with Short move will be somewhat advantaged because they will not have enough movement to run off the table!

OPTIONAL RULE: NON-ACTIVATED MODELS FAILING MORALE SKIP A TURN

Some players do not like the “ebb and flow” nature of Morale. They do not like to see an inactive model retreating because of morale and then, in the same turn, move again towards the enemy. If you do not want this, use the following optional rule:

If a model fails a Morale check in his player’s turn, before it even had a chance to activate, the model forfeits any chance to be activated during that turn and counts as if it already acted. If the roll is failed during the opponent’s turn, though, the model does not lose its next action.

We recommend to turn models who failed a morale roll so they face their player’s baseline, so you don’t activate them by mistake when you are finished with your morale rolls. Remember, there is NO game effect but the model counts as activated. In practical play, this means that the model will not fall back and then advance again towards the enemy in the same action. This makes Morale a bit more important and the game a bit more predictable. Novice players should ignore this optional rule.

WHEN TO MAKE MORALE CHECKS

Gruesome deaths: When a gruesome kill happens, all friendly models within 1x Long distance from the kill must make a Morale check.

Terror: A model must also make a Morale check when charged by an opponent with the Terror special ability.

Loss of a Leader: All models in a warband must make a Morale check when a friendly model with the Leader special rule is killed.

The Dead outnumber the living: All models in a warband must make a Morale check when the warband has more dead models than it has living.

FOR example, a Warband of 9 creatures will test when 5 creatures are dead or moved off the tabletop. This is rolled only when it happens for the first time in the game. If the number of “living” models in a warband is halved again, the models need not to make another Morale roll.

Transfixed creatures, no matter how tough their predicament may look, still count as living (but remember that Transfixed creatures who fail a morale roll are removed from the game).

Scenario rules: Certain scenarios may require Morale rolls in other situations, or only for certain types of troops.

FOR example, a loud noise such as an explosion or the sound of thunder may require morale rolls for Animal or Mounted models.

MORALE CHECKS AND GROUPS

Morale checks are always taken by individuals, regardless of the fact that the model has been activated as part of a group move this turn. Ignore groups, even if the models are still in base to base contact with a friend at the moment of rolling for Morale.

One of the effects of failing Morale rolls is to break up groups, as some models flee or withdraw and others keep their positions.

SPECIAL RULES

Special rules make one model different from another -- for example, specific equipment, a skill with ranged weapons or a natural power. Advantageous special rules increase the cost of a model, and disadvantageous ones decrease it. They are the “meat” of a model’s profile. Often, two profiles will have the same numerical stats (Quality and Combat), but they will play VERY differently because of their Special rules.

Note that certain Special rules are restricted to Personalities only. Personalities are more powerful characters, and a warband may spend up to one third of its available points on them. These restricted abilities are shown with a (P) after the ability’s name.

WHERE ARE THE POINT COSTS FOR THE SPECIAL RULES?

The Song of Blades point formula is an algorithm and the point cost of rules change with the model’s Quality score. A model with the Assassin rule, for example, will use the rule more if his Quality score is 2 than he would use with a Q of 4. Therefore, we have a dedicated warband builder (software) which does all the calculations for you. You can find it on our website and in our Ipad App (look for Ganesha Games in the App store). The builder works offline too, so you can save it to your computer as a html file and use it even if you are not connected to the Internet. The point cost of each Special rule is shown next to the rule’s name.

AMPHIBIOUS

Amphibious models may cross bogs, swamps, lakes, and any kind of water terrain with no movement penalty. Shallow water is treated simply as rough terrain in the basic rules; this is expanded upon in Song of Wind and Water.

ANIMAL

Animal models do not receive experience points in campaigns. Animals cannot use magic items. Animals automatically rout when the last non-animal model in their warband is killed.

ARTIFICIAL

Artificial models include non-living creatures such as elementals, automatons, golems, or robots. They are immune to poison and do not suffer gruesome kills (treat a Gruesome kill as a normal kill). They do not make Morale rolls for Gruesome Kills or Terror. They make normal Morale rolls for the loss of a Leader or if the warband is reduced to 50% – their “programming” kicks in and tells them that in some cases it is better to run away and live to fight another day.

ASSASSIN (P)

An Assassin is specially trained to find weak spots in an opponent’s defenses. When Assassins beat an opponent in combat (melee and ranged) they kill him, with no need for doubling the target’s score. Assassins score gruesome kills normally (i.e., they need to triple the opponent’s score to inflict a gruesome kill). The Assassin rule works only against living creatures. It does not work against Artificial or Undead targets. The Assassin rule applies both to ranged and melee combat. Assassins are Personalities.

ASSASSIN is a very powerful, potentially unbalancing ability, so if you are creating your own troops we suggest you limit Assassins to a Combat score of 1 or 2. They will still be deadly but not unstoppable.

BIG

Big creatures (ogres, trolls, minotaurs, and the like) have +1 in melee versus smaller folk, but are targeted at +1 by ranged attacks. See Huge and Gargantuan for even bigger models.

In some cases, Big models may not be able to claim protection from terrain because of their sheer size. Our personal ruling is that, if a scenic feature isn’t taller than half the height of the creature, it doesn’t offer enough protection to count as cover. Players are encouraged to sort out these details before the battle as they set up the board.

EXAMPLE: Dax the Minotaur is C4 and Big. In melee with a smaller figure, he counts as C5. When he is attacked by a ranged weapon, he counts as C4, and the attacker enjoys a +1 to his Combat because his size makes him an easier target.

The Big rule represents not only size but also the increased physical strength which usually comes with large mass. To represent a large but weak fighter, give him Big but also lower his Combat score by 1. The end result is a figure which is easier to hit with missiles and isn't particularly strong in melee.

CLERIC (P)

All ranged or melee attacks from a Cleric are Lethal against any Undead model (i.e., they kill the model without having to double its Combat score).

Clerics can perform faith healing by laying their hands on friendly models and invoking their deities. To do so, a Cleric must be adjacent to the model to be healed and spend one action to use the healing power. By rolling one or more successes on his Quality roll, a Cleric heals that many points of Quality loss (for example, to a model who has lost Quality due to the effects of Poison, or a model with the Tough special rule who has been wounded). Two successes may also be used to make a fallen model stand up. If the Cleric ever rolls three failures during one of these Quality rolls, though, his deity is displeased with him. The Cleric loses healing and anti-Undead powers for the remainder of the game. In a campaign, the Cleric's powers return at the beginning of the next game. The Cleric is assumed to have used his off time for atonement or special rites/prayers to regain his faith.

CLINGING

Models with the Clinging special rule can walk on walls, ceilings and trees. Typical examples include giant lizards, slugs, centipedes and spiders, but the rule may also be used to represent ninjas with climbing claws. Models with Clinging fall down when they are knocked down in combat, but they do not take damage from falls. They are assumed to have means to stop the fall as long as they remain in contact with the wall -- they would take damage if they were dropped by a giant eagle onto a rock!

A model on a wall counts as in higher elevation when attacking a creature on the ground.

COMBAT MASTER (P)

A model with the Combat Master ability can make one melee attack per action. A Combat Master who is adjacent to an enemy may roll three activations and make three attacks, or a Power Blow followed by a normal attack. If the model is adjacent to more than

one figure, attacks can be divided as the player sees fit. For example, a model adjacent to two enemies could roll three actions and perform a Power Blow on one foe and a regular attack on another, or he could roll two attacks on one foe and one on the other.

Combat Masters are Personalities.

A Combat Master with the Assassin or Lethal rule may use it only on one of his attacks (player's choice, but must be declared before rolling the combat die). A Savage Combat Master scores Gruesome Kills on all his kill results. A Combat Master with Poison rolls for the effects of Poison in every attack he performs.

A Combat Master enjoying an Ambush bonus would have the bonus only on his first attack. A Combat Master performing a Free Hack gets only one Free Hack as per normal rules. A Combat Master enjoys the +1 from Dashing only on his first attack.

All other melee modifiers (e.g., Mounted, defending an obstacle, higher elevation) apply on all attacks performed by a Combat Master.

DANGER SENSE

The model has a special sixth sense warning him of dangers and sneak attacks a split second before they happen. Models attacking a target with Danger Sense never enjoy any Ambush bonus.

DASHING

The model receives +1 to his Combat score (in hand-to-hand combat only) if he attacks in the same turn he comes in contact with an enemy. On any other attack, his Combat score is unaffected.

DESERT-WALK

A model with Desert-walk is not restricted in movement by desert terrain, including dunes.

ENTANGLE

The Entangle special rule represents the ability to shoot spiderwebs or any other attack that could glue an opponent on the spot or hinder his movement. Entangle works just like the ability to cast Transfix spells (so range is Short if one action is used, Medium if two are used, and Long if three are used). The main difference is that the entangle is not automatically broken if the entangler is killed. Entangle does not necessarily represent a magical attack, it doesn't count as a spell and need NOT be declared at activation as with spells. Entangled models count as Transfixed for outnumbering purposes.

FEARLESS

Fearless models are immune to the effect of Gruesome Deaths and Terror. They make Morale rolls normally for the loss of a Leader or when their warband loses more than 50% of its members.

FLYING

Flying models can freely move above obstacles and non-flying enemy models. They have Free Disengage against non flying models. Flying models always land at the end of their move. Combat between flying and ground models is conducted as normal, and the Flying model is deemed to have a higher elevation bonus ONLY if on such terrain.

EXAMPLE: a dwarf is next to a boulder and is attacked in melee by a griffin. If the griffin “lands” on the boulder, it will enjoy a melee bonus for fighting from a higher elevation. If, for any reason, the player opts not to land on the boulder, the griffin will NOT have any elevation bonus.

A flying model takes no special damage when he falls during combat, even when the combat is between two aerial combatants – the models are assumed to have means to stop the fall.

Flying models may always move through friendly and enemy models unless indoors, in situations such as rooms with low ceiling or dungeon corridors, without enough space for them to swoop over ground models.

FORESTER

A Forester is trained to move across wooded areas. Foresters suffer no movement reduction when crossing woods of any kind.

FREE DISENGAGE

A model may have Free Disengage either because it is written on his profile, or because another special rule or combat situation (e.g., Flying, Mounted) confers him this advantage. A model with Free Disengage doesn't receive a Free Hack when leaving a melee combat engagement. Note that a model must still stop his movement when contacting an enemy's base – but can then use additional actions, if he has any, to move away with no ill effect.

GARGANTUAN

Gargantuan models are even bigger than Huge, and get +1 in melee against all smaller opponents. Like Huge and Big, they are targeted at +1 by ranged attacks.

In many cases, Gargantuan models may not be able to claim protection from terrain because of their sheer size. Our ruling is that, if a scenic feature isn't taller than half the height of the creature, it doesn't offer enough protection to count as cover. Players are encouraged to sort out these details before the battle as they set up the board.

GOOD SHOT

A model with Good Shot has +1 on all ranged attacks.

GREEDY

A Greedy model must make a Quality test every time he kills a foe in melee. If the test fails, the model will remain adjacent to the fallen foe and start to rob the body (or feed on it, skin it, as appropriate). The model will have to spend one action to snap out of Greed on its next activation.

As a scenario rule, you may require Greedy models to spend one extra action when picking up treasure, as they will start to collect every single coin, try to stuff their pockets, etc. At the end of the scenario, collecting Treasure will give you one more Victory Point if it was successful.

GREGARIOUS

Gregarious models have +1 on their Quality rolls when attempting group moves. Gregarious models also enjoy the +1 to activation given by a Leader.

EXAMPLES of Gregarious creatures include small goblinoids (goblins, kobolds etc.) who aren't especially brave in single combat but can swarm over their opponents under the orders of a capable Leader.

HEAVY ARMOR

This rule represents protection offered by a complete suit of armor or a dragon's scales. Anytime the model is beaten in Combat by one point, the model does not Recoil or Fall — the armor turns the opponent's blow and the Combat round is a draw. A model wearing Heavy Armor may not benefit from the Stealth rule and has -2 on climbing rolls.

HERO (P)

Heroes always receive one automatic success, regardless of their Quality. So, for example, if you activate a Hero on two dice, you roll only one and assume that the other die rolled a 6. In addition, once per game, a Hero model can re-roll one die roll, be it a Combat or Quality roll. The result of the second die roll is final, even if it is worse than the previous one.

Note that, because their Quality rolls always score a minimum of one automatic success, Heroes automatically pass all Quality tests done on a single die, including those to resist Power 1 Transfix spells and tests to move into melee with Terror-inducing opponents.

HUGE

Huge creatures (dragons and the like) have +1 in melee versus smaller models (this includes models with the Big special rule!) and are targeted at +1 by ranged attacks. In some cases, Huge models may not be able to claim protection from terrain because of their sheer size. See the Gargantuan rule for details.

LEADER (P)

Leaders influence models' Quality and Morale. Any friendly model within Long distance from a Leader has its Quality rolls (including Activation and Morale rolls) increased by one. When a Leader dies, though, all friendly models must make a Morale roll. The effects of multiple Leaders are not cumulative — so if a model lies in the range of two Leaders, its Quality is adjusted by 1, not 2.

Note that models with the Leader special rule are not mandatory in a warband.

A Leader's bonus does not apply to himself.

The Leader's bonus does not count if the Leader is lying on the ground or if the model cannot see the Leader (the model cannot trace a line of sight to the Leader due to interposing terrain). Enemy models do not obstruct line of sight from a model to his Leader (thus you count your bonus even if you can't see your Leader because he is surrounded by enemies).

Leaders may also attempt group activations -- rolling to activate a group of 2 to 5 models with a single die roll. This is further described in the Group Moves section.

Some rosters feature Leaders whose Quality is worse than the troops they lead. This is intentional, and represents Leaders who are efficient in giving orders but are not good soldiers themselves. As always, if you do not agree with the rosters, just use the warband builder to create more capable Leaders.

LEGENDARY SHOT (P)

This special rule can be taken only by a Personality with the Shooter ability. The model can perform one ranged attack per action, not just one per turn like normal characters. He can mix Aimed Shots and regular ranged attacks as he sees fit. Use normal targeting restrictions. The target of any ranged attack is decided after seeing the results of the previous attacks. In other words, a Legendary shot with three actions may fire at one enemy, kill him, and then perform his additional attacks against other available targets.

If the character with Legendary Shot takes part in a concentrated shooting, that uses only one of his attacks, so if he has more actions available, he can perform additional ranged attacks.

LETHAL

Lethal models kill an opponent of a certain type, race or category just by beating him in Combat (no need to double his score). The creature's profile will specify who he is Lethal against. For example, a Witch Hunter is trained to fight humanoid witches and warlocks. In game terms, he is Lethal against any normal-sized model with the Magic-User rule (the witch hunter will NOT be lethal against an ancient, magic using dragon). A Giant Killer is lethal against any member of the Giant race, and so on.

The Lethal effect applies to both ranged combat and melee. A character may have a single instance of the

Lethal rule. In other words, a character may NOT take Lethal twice, against more than one type of opponent -- take the Assassin special rule instead.

And no, you may not design a model who is Lethal vs Lethal models!

Depending on your setting, the Lethal rule may represent a lot of different things, from specific training ("Hobgoblins? Hit them in the right side of the neck and they all go down, they have a big nerve cluster there"... "All dragon-slayers of Kyrr are taught how to spot the soft areas on a dragon's underbelly") to a magic weapon ("this is a sword of orcslaying... its runes will give you the strength of ten men when you attack an orc"). Using this rule requires some agreement between players. Depending on your fantasy settings, you will have to decide whether it applies against certain opponents or not. As a default rule, Lethal versus a race applies to all profiles of that race in this book or in any supplement, and Lethal against a specific special rule (e.g., Lethal Vs Undead, Lethal vs Magic-Users) applies against any model possessing that special rule. In other cases, and especially on player created profiles, the players must come to an agreement or ignore this rule altogether.

LONG MOVE

Models with the Long Move rule use the Long measuring stick when moving. Note that it is possible to have a Slow character with Long move -- an example would be a giant with very long legs but slow reflexes. He doesn't react fast but when he moves, he can outrun a man with just one stride.

MAGIC USER (P)

Magic-Users can cast spells as ranged attacks or to transfix opponents. See the Magic section for details.

MOUNTED

Mounted models ride some sort of steed -- be it a horse, a giant turtle, a bear or other riding creature. Mounted figures have +1 on their Combat score in melee versus any non-Mounted figure their size or smaller. This means that the Mounted bonus does not work against

opponents who are one or more sized bigger (example: normal Mounted creature vs Big or Huge creature).

Mounted figures have the Free Disengage rule against all non-Mounted, non-Flying enemies.

To keep things simple, rider and mount are treated as a single figure for purposes of the game. You don't need a separate model for the mount without its rider: it is assumed to run away or be out of action when the rider is killed.

Mounted models may "pick up" and transport friendly models of the same size of their riders or smaller. It takes one action for a Mounted model who is adjacent to a foot figure (of the same size or smaller) to pick up a friend. The carried figure does not need to be activated to be carried - a fast cavalryman could pick up a panicking child and bring him to safety, for example. This also applies to a Transfixed model. Only one creature may be carried.

A carried figure may later dismount. It takes one action on the part of the carried figure to dismount: place the carried figure anywhere adjacent to the mount's base when he does so.

The movement of Mounted models is reduced for rough terrain as normal for any figure.

Players may include scenario rules for specific types of mounts. For example, a scenario in a very thick jungle may state that all figures mounted on horses fight at -1, while those mounted on the giant lizards native of that jungle do not. Scenarios inside dungeons may state that the dungeon's slippery, hard floors count as difficult terrain for horses and other creatures with hooves. As there are literally hundreds of mounts available to fantasy figures, the players will have to decide on a case-by-case basis whether to apply these scenarios rules or not.

POISON

Models with the Poison special ability have a venomous natural attack or use poisoned weapons. This includes their ranged weapons, if any. Roll a die every time a poison attack hits; on a 5 or 6, the target's Quality number goes up by 1, and if it ever reaches 7, the model dies.

RABBLE

A model with the Rabble rule is automatically killed if beaten in combat. In other words, all attacks are Lethal against Rabble creatures. If the attack doubles the Rabble creature's Combat score, treat it as a Gruesome Kill. Rabble models may not be assigned a Quality score better than 4.

SAVAGE

A Savage model inflicts a gruesome kill just by doubling the opponent's score in melee (i.e. they don't need to treble it-- every kill counts as gruesome). All friends of the savagely-killed model in LOS and within 1 x Medium range must test Morale. Note that the effects of Savage do not apply to ranged attacks.

SHOOTER

Shooters can make ranged attacks such as shooting a bow, throwing javelins or breathing fire. The range of the attack is shown in the profile, so there is a Shooter Short, Shooter Medium and a Shooter Long.

Supplements may add other forms of shooting to represent specific weapons or even antique firearms like blunderbusses and muskets; in the basic game, we prefer to keep things simple, so we just use the Shooter rule.

SHORT MOVE

A model with the Short Move rule uses the Short measuring stick when moving. If the model must move through difficult terrain, it takes him two actions to perform a Short move or it may spend one action and move one base.

SLOW

Slow models can only make one movement per turn, regardless of how many activation successes they roll. Note that a model such as a giant or troll may be Slow but be capable of Long movement -- slow reactions, long legs! The only time a Slow model can make two movements in a turn is when it is fleeing due to a failed Morale roll.

STEADFAST

Steadfast models have +1 on Morale rolls.

STEALTH

A model with Stealth can move silently across the battlefield, using available cover to his advantage. As long as the model is adjacent to any scenic feature that counts as cover, the model may not be targeted by any ranged attack, unless the ranged attack is performed with a magic weapon or is a spell. In other words, attacks with magic weapons and spells used as ranged attacks may always target a model with Stealth (this also applies to any attempt to Transfix the target). There is no need for the cover to be between the Stealthy model and potential shooters -- as long as the Stealthy model's base is in contact with a scenic item, he can't be targeted by non-magical ranged attacks.

The Stealth ability may seem too powerful on a first read, but remember that melee is the decisive factor of battles, and Stealthy figures may be normally targeted by melee attacks and spells.

SWARM

Swarm bases count as Animals. A Swarm base represents tens or even thousands of creatures -- enough critters to envelop an adult man and suffocate/bite/sting him to death. A complete Swarm is represented by two or more swarm bases. All Swarm bases of the same type must keep adjacent to at least another swarm base during play. If a swarm model is killed and a hole appears in this "formation", as a free action the player can tighten the formation, bringing all Swarm models in contact again. The tightening must happen in the easiest way, i.e., by moving the MINIMUM number of bases possible and the minimum distance to retain swarm coherency.

Swarms may be Transfixed as normal. Swarms are affected at -2 by ranged attacks. Spells used as ranged attacks against Swarms do not suffer the -2 modifier, as the Magic-User is deemed to use an appropriate elemental force, such as a jet of flames or a gust of wind, against the Swarm. When a Swarm base is knocked down, it means that the queen bee/hive mind leader/rat pack leader (or whatever is appropriate) has been crushed, wounded or stunned, and the Swarm is in a weakened or confused situation. A killed swarm is actually just dispersed. When a Swarm suffers a gruesome death, all other swarm models of the same type on the table must test Morale. Other models, including swarms of a different type, do not make Morale rolls when a Swarm suffers a Gruesome Death.

Note that the “two or more bases in a Swarm” condition must be met at deployment, but during the game it is possible, as Swarm bases may be dispersed/killed, that only one single Swarm base remains in play. This still counts as a Swarm.

Swarms never “die” in Campaigns, and may be used again in the following battles. It is assumed that there are enough animals of that type around, and a new Swarm is summoned or created with ease.

The cost shown in the profiles section is per Swarm base. A single activation roll, on one, two or three dice as usual, is rolled for the whole Swarm, even if the bases composing the Swarm are temporarily not adjacent to each other (for example, if cohesion is interrupted by terrain).

TAILSLAP

The model has a vicious tail attack that can knock enemies down. Every time an enemy recoils from a model with the Tailslap special rule, roll a die. On a 5 or 6, the model falls down instead of recoiling. Use this rule only if the recoiling model is the same size or smaller than the model with Tailslap (i.e., a lizard-man cannot tailslap a Dragon, but a Dragon may tailslap a lizardman).

TERROR (P)

Some models exude Terror. Any model wishing to enter melee with a Terror-inspiring foe must pass a Quality roll on a die. Heroes are assumed to automatically pass this test, just like any other Quality test performed on a single die.

If the roll fails, the model may perform another action of the player’s choice but it may not move in contact with the terrorizing model. In other words, the action is NOT wasted, but the model lacks sufficient courage or resolve to enter melee with the terrorizing creature. When a Terror-inspiring model charges (i.e., in the moment the player declares the intention to move in melee contact, having at least one available action and enough movement allowance to do so), the charged model must immediately make a Morale check. The check is performed BEFORE the Terror-inspiring model is actually moved. This is a standard Morale check, following the standard rules and outcomes for Morale. If because of this the initial target of the charge is not available anymore (either because he moved out of

range or off the table, or was killed), and there is another target in range of the Terror-inspiring model’s charge, the Terror-inspiring model may change his target and charge another. This may cause a “domino effect” where a single creature with Terror causes a whole group of opponents to panic!

If a model makes the roll to resist Terror, either when moving in contact with a Terror-inspiring enemy or when charged by one it becomes immune to further Terror effects from that kind of enemy, or any other model in the game with the same profile.

EXAMPLE: one of player A Halflings passes his Morale check when confronting one of player B’s vampires. When that particular Halfling decides to move in contact with another Vampire later in the game, he must not make a Terror test. When our courageous Halfling tries to tackle an Elder Vampire, though (same general class of creature but different game stats), he must pass a Terror test.

PLAYERS who do not mind a bit of book-keeping may keep track of this in campaigns, so models who successfully immunized themselves from Terror will keep becoming more and more courageous as the campaign progresses.

Models with Terror, Artificial, Fearless or Undead are immune to the effects of Terror.

TOUGH (P)

Tough models are hard to kill. When a Tough model receives a Gruesome Death, it is treated as a normal kill -- the model dies but there is no Morale effect. When it receives a normal kill result, the model is just wounded -- the model is not removed but its Quality target roll goes up by one. For example, when a Dragon with Quality 3+ is killed, it stays alive and becomes a Quality 4+ model. When Quality becomes 7+, the model dies.

As reminders of a model’s wounds, you can use wound markers shaped like drops of blood or red plastic rings that you can put on the model.

Note that a Tough model does not fall when he is doubled by the opponent.

When a Tough model is already fallen and receives the killing blow, his quality goes up by 1 but he STAYS down: he still has to spend one action to stand up when his turn comes. If enemies gang up on the fallen tough character, they can keep beating him and reduce his Quality more than once in the same turn.

When a Tough model flees due to a failed morale test and moves into the intercept area of an active opponent

(that is, 1 x Short distance from any active opponent), the model is not killed, but takes one wound as explained above. The model's movement stops and the enemy that caused the wound is moved in melee contact with him. Note that this is optional: the intercepting model may decide it is better to let flee the Tough model. If this happens, the intercepting model is NOT moved in contact and the fleeing Tough model does NOT take a wound.

Tough models heal any Quality loss between scenarios.

FOR example, if a Q3 Tough barbarian is wounded to Q4 during a game, he will be at Q3 at the start of next scenario.

UNDEAD

Undead models are immune to Poison and Terror and do not make Morale rolls for Gruesome Deaths. Shooting attacks against Undead models are at -2, either because they are skeletal, and arrows fly through their bones, or because they don't have vital organs that missiles can pierce.

Spells used as ranged attacks affect them normally.

Magic-users are assumed to recognize Undead as such on first sight, so they will use bolts of "positive energy" or burst of sunlight to attack them.

Undead never flee from a combat. They have +2 on all Morale rolls but crumble to dust if they roll two or three failures on a Morale roll. However, if they have a friendly Standard on the table when they fail a Morale roll, Undead do not crumble to dust – they may make fleeing movements towards the Standard or remain where they are, as the player sees fit. If the Standard is destroyed (not just taken by an opponent -- to destroy it, the opponent must state that he is doing so, and one action must be spent to destroy it by a model adjacent to the Standard), all Undead models must make a Morale roll or be destroyed.

If the Standard bearer moves off the table, the Undead must not make a Morale roll -- just use the normal rules.

UNERRING AIM

A model with this ability halves range modifiers in ranged combat, so -2 becomes -1 and -4 becomes -2. Only models with the Shooter special ability (or armed

with a ranged weapon described in the supplements) may take the Unerring Aim special rule.

Some players believe that ranged combat is ineffective in the game. This is so by intentional design, as we believe that melee should be the decisive factor in fantasy battles. If you don't agree with this vision, simply use the Unerring Aim and the Good Shot special rules to create better shooters.

DESIGNING YOUR WARBAND

Each player has 300 points to build his warband. You can mix and match any kind of models, but only one third of your points (100 points) can be spent on Personalities. Personalities are models with the Hero, Tough, Leader, Terror, Assassin, Cleric or Magic-User special rules, or any other rule from supplements that is labeled as a "Personality only" rule. Ideally, you need a good mix of movement, offensive abilities, ranged attacks, magic and speed. Magic-users are useful but they need protection because of their low Combat scores. A Leader is a big boost to your warband, but if he dies you risk losing your men to the morale factor. A hero may certainly help with bad dice rolling, and the attacks of a Savage creature or two will break your opponents' morale.

You don't know what opponents you will face, or what kind of scenario you will have to fight, so do not rely on "one trick pony" warbands. A good mix is often your best bet.

Some players prefer to play racially themed warbands, such as a warband comprising only Elves, or only Goblins, and so on.

LARGER GAMES

300 points is just a recommended total for beginners or people with only a few miniatures available. They will not let you play with the most powerful figures like vampires, dragons, and demons. After you have a few games under your belt, you can play at 500-600 points in under one hour.

We have played games up to 2000 points on a large table (5'x4' or larger). A game at that level lasts 2 to 3 hours.

To run such large games, divide warbands into three or four smaller "commands". You may have two players running several commands each or, if you have more than two players, you may assign each command to a different player. Players alternate acting with their commands using the card initiative system. This ensures that, even on a turn where no turn-over is rolled, one player is not forced to wait a long time for the opponent to act with all of his models.

In these large games, we also recommend allowing group moves of up to 10 figures per group. However, concentrated shooting is still resolved in bunches of 5 figures.

GROUP ACTIVATIONS

A Leader (and only a Leader) may give an order to 2-5 figures to move as a group. The figures must be in base to base contact with each other and be within Long distance of the Leader. The Leader must be diced for before moving the group. The Leader uses one action to give the group move order, and then the player rolls to activate the group on one, two or three dice.

The grouped figures may move and act in any way the player wants. **The group makes only one activation roll (on one, two or three dice as normal) but uses the worst Quality in the group.**

So if you have a group of three elves with Q3+ and a Halfling with Q4+, you must roll 4+ for activation purposes.

If the roll/s is/are successful, all the models in the group are entitled to move, attack etc as normal. It is NOT mandatory that all models in a group perform the same action. Models must still be activated one at a time -- you must use all of a figure's actions (or abort them if you want) before moving another figure.

If the Leader rolls a Turn Over and has one available action (that is, he rolled one success and two failures on a three dice activation roll), the Leader CANNOT give a group move order.

What is the Point of Group Actions? First, some actions are only available through group activation (such as Concentrated Shooting and Regroup). Performing a group action is the only way to ensure weaker characters can gang up on a strong character in melee. Let's say you have four weak goblins and they want to take out a stronger orc. One on one, they have little chance. However, if you get all four in the melee, the orc will be at -3 on his Combat total. To do this, you will have to get three goblins into melee without dicing for an attack, then moving the fourth one in contact, and attack. It is too risky to activate them one at a time, as there is a good chance you'll not roll well enough leaving one or two goblins in contact with the orc, without the necessary support. With a group activation you know whether it is possible or not to gang up on a figure.

Group actions enable you to keep your forces together. If you want your force to rush across towards the enemy as fast as possible, you could activate five of them individually and roll for 3 actions each. Now this is likely to see your 5 figures spread down the table - imagine, the first one passes three dice, the second two and then the third passes one and rolls a turn over! By activating as a group you only make the one roll and therefore, whatever the outcome, you know that they will be together at the end of it.

Group activations speed the game up in the early stages where you are just moving. And in big games, they are a must.

Another advantage of group actions is that if you leave the group activation as the last action in the turn, you can roll the full three dice at no risk. Normally you would do this on your last figure to get the best chance of multiple activations for that single figure, but with a group activation you get the best chance of multiple activations for the whole group.

OPTIONAL: LARGER GROUP ACTIVATIONS

Especially if you play at higher point totals, you may agree with your opponent to allow group activations of up to 10 figures per group. If you use the concentrated

shooting rule, you still resolve concentrated shooting (v.) as attacks in batches of 5 or less figures at a time (batches of 10 models are too powerful).

OPTIONAL: SUB-COMMANDERS

If you play with large warbands, you may find convenient to use multiple Leaders. Buy all of them with the Leader special rule. Choose one of them as the overall commander and the others as sub-commanders. As long as the overall commander is alive and on the battlefield, the sub-commanders' leadership range is 1 x Medium. When the overall commander dies, one of the sub-commanders (your choice) becomes the new overall commander, and his leadership radius is increased to 1 x Long. Note that the warband and the sub-commanders make Morale checks for loss of a Leader only when the overall commander dies or flees the battlefield.

In other words, if a sub-commander is killed before the overall commander, models will not have to test morale for his demise. If the same model dies as the overall commander, the models will have to test morale.

We recommend using this options in large games (20+ figures per player).

REGROUP

A special type of Group Activation is the Regroup order. A Leader can give this order to any number of models within Long distance from him. Giving the Regroup order costs one action to the Leader. There's no need for the models to be adjacent when the order is issued.

Regroup is best used when your models are all over the place and you want to bring them together, so that they become a legal group again at the end of the action, and you may continue to activate them as a group in the following turns.

All models part of the Regroup order act as a group move. They are activated on a single roll using the worst Quality in the group, and must end their last move in base to base contact with at least another member of the group. During a Regroup, models cannot attack, shoot or cast spells.

An efficient Leader will tell his men to spread, take position, attack, and then

regroup as the overall situation changes. A clever use of the various group activations can be a key to victory. This part of the game has a bit of a learning curve. You may want to skip it in your first games while you learn the basics of combat and movement.

CONCENTRATED SHOOTING

Concentrated shooting is a sub-case of group activation in which a number of Shooters concentrate fire against a single target to increase their chances of bringing him down. Here's how it works:

A Leader must spend an Action to give the Concentrated Shooting order. The shooters must be within the Leader's command radius (Long). Up to five models may participate in a Concentrated Shooting. They do not need to be in base-to-base contact with each other. They activate normally, with a +1 from the Leader, but the ONLY action they can perform this turn is the Concentrated Shooting. Instead of making a combat roll for every shooter, make a single die roll, using the worst Combat score in the group of shooters. The target receives -1 on its Combat score for every shooter beyond the first, so with 5 shooters, the target's Combat score will be at -4. The Aimed Shot bonus may NOT be applied to concentrated shooting.

EXAMPLE: a Kobold Leader orders a group of five Kobolds (Combat 2) to shoot their javelins at an Ogre (Combat 4). Assuming the Leader makes his Activation roll and the Kobolds theirs, the Kobolds will roll 1d6+2 (their Combat score) +1 (for the Ogre being a Big target), and the Ogre will roll 1d6+4, -4 for a total of 5 shooters. While a single Kobold has no chance of bringing down the Ogre (if the Ogre rolls 1, he has a final Combat score of 5, and if the Kobold rolls a 6 he has a final Combat score of 8 – still not enough to kill the Ogre), a round of concentrated shooting may kill the Ogre.

All other modifiers apply as normal. If a modifier applies to anyone in the group, it applies to the concentrated shooting as well.

FOR example, if the target counts as under cover for one of the shooters, it counts as under cover for the concentrated shooting too.

If the Combat roll for a Concentrated Shooting is a 1, and it is confirmed by rolling another 1, only one model, chosen by the controller, loses the ability to shoot.

Concentrated shooting MAY be performed by models having different types/ranges of ranged weapons/attacks including a Magic-User who uses his spell as a ranged attack. Just use the worst modifier in the group.

A model who can't draw a line of sight to the target may not take part in a concentrated shooting action.

MAGIC IN GROUP ACTIVATIONS

A Magic-User may be part of a group move just as any other character, and he may even use spell-casting to take part in concentrated shooting. The only additional care you must take when including a spell-caster is to announce that he is part of the group and will be using his actions to cast a spell before rolling the dice, so if you roll three failures on the group activation the mage will be out of magical energy for the remainder of the game (just as it would happen in single activations). If the group is not going to roll three dice, this is not needed.

LEADERLESS GROUP ACTIVATIONS

It is sometimes possible for a group to perform certain group activities even without a direct order from a Leader. These activities will be detailed in supplements or in scenarios or may be agreed upon by players.

FOR example, players may devise a scenario where several models use battering rams to bash down a door, or hack at a rope bridge to cut it. In these cases, adjacent models may be activated as groups to perform such activities even if a Leader is not in range.

CAMPAIGNS

A campaign is a series of interlocked battles. Every game in a campaign is a (often randomly-determined) scenario with different victory conditions and consequences on the warband. Some scenarios will favor small bands of powerful models, while others will favor large masses of low cost troops. When a certain number of scenarios (as arranged by the players — we recommend three to five) have been played, the Campaign is over and the player with the highest number of victory points is the winner.

The following is an admittedly simplistic campaign system. Players who want a more detailed set of campaign rules are advised to use the *Song of Deeds and*

Glory supplement, that has rules for healing, lasting wounds, conquering territories, hiring services, gaining gold, and so on. All of our books contain additional campaign rules. Stand-alone books detailing a specific background (e.g., *Song of Fur and Buttons*, *Song of the Splintered Lands*, *Song of Arthur and Merlin*) have their own scenarios and campaign rules. In general, by using a bit of common sense (and improvisation if you end up in uncharted territories), you can freely mix materials from all the books.

AFTER THE BATTLE (WINNING WARBAND)

All models who ran off the table during a battle will automatically survive to fight in the next battle. Make a Quality roll on three dice for any model eliminated during a game:

SURVIVAL TABLE

3 successes The model survived with minor injuries and will fight normally in next game.

2 successes The model is wounded and will be at -1 on Quality rolls in next game.

1 success The model skips the next game, and then returns to action as per 2 successes above

3 failures The model is dead and is removed from the Campaign.

AFTER THE BATTLE (LOSING WARBAND)

All models who ran off the table during a battle will automatically survive to fight in the next battle. All models killed during the game are dead.

REPLACING DEAD MODELS

When you lose a scenario, you get back all the points of your dead models to buy replacements for the next scenario. Replacements cannot be Personalities.

When you win a scenario, you get back the full value of your dead models to buy replacements, including new Personalities. The news of your success attract new members to your warband.

IMPROVING YOUR MODELS

When you win a scenario, your surviving models receive one experience point each. You can spend 3 experience points to adjust a model's Quality or its Combat score by 1, or to learn to use a ranged weapon. Pay 2 experience points to gain the Shooter (Short Range), 3 for Shooter (Medium Range) and 5 for Shooter (Long range).

EXPANDING YOUR WARBAND

Every time you win a battle, you receive Victory Points. A certain number of VPs will be awarded as per scenario instructions. When you have enough points, you can spend them to buy a new model, or to buy Advances for your Warband.

WARBAND ADVANCES

Advances are special rules that apply to your Warband. Each Advance costs 10 Victory points and can be bought only once.

COMBAT MASTERS

You get a +2 bonus to any one Combat die roll. Use once per game. This effect may be used on both a Ranged or a Melee attack performed by any single figure. It is not applicable to a Concentrated Shooting.

COURAGEOUS

Once per game you can re-roll one Morale roll for one of your figures. You must re-roll all three dice and the result of the re-roll is final, even if it worse.

DIRTY TRICKS

Once per game, you can negate the effects of one Special Rule on a model controlled by the opponent. For example, you can prevent a Shooter from using a ranged attack, or a magic-user from casting a spell, or you can hit an Undead with a ranged attack without suffering the customary -2 on the roll. You cannot use this ability to counter the effect of an Advance. You can declare that you are using this Advance as soon as the opponent declares the use of an ability. Your Advance “interrupts” his Special rule.

DIVINE PROTECTION

Once per game you can negate the effect of a spell cast on one of your models. You can declare that you are using this advance AFTER the opponent has cast a spell and the target figure has failed to resist a Transfix spell or has been killed by a spell used as a ranged attack.

LIKE THE BACK OF MY HAND

Once per game you can ignore the effect of any non-standard or rough terrain (reduced movement, any modifiers to Combat score, etc). Use this to surprise your opponent and move your figures through rough terrain as if it didn't exist. The effect applies to all of your figures until the end of your turn.

RETAINING THE INITIATIVE

Once per game, when you roll two failures while activating a model, play does not pass to the opponent. In other words, this Advance lets you ignore one turn-over. You decide when, and if, to use this ability.

STRATEGICAL BONUS

You get a +1 on your initial dice roll to determine which player is the defender and which is the attacker. In GMed scenarios where attacker and defender are determined by the background of the battle, the GM may assign another advantage to a warband with a Strategical Bonus.

TOUGH AS NAILS

Once per game you can ignore one “kill” result rolled against any one of your models. The model ignores a Kill or a Gruesome Kill and is knocked down instead.

UNPREDICTABLE

Once per game, you can switch two model's Quality values before rolling for their activation. This lasts until the end of your turn. For example if you have a knight with Q 3 and a Goblin with Q5, you can invoke this rule before activation and give Q 3 to the Goblin and Q 5 to the knight.

BUYING NEW MODELS

You can use Victory points to buy new models, just double them and use them to pay the model's cost – for example, you spend 20 Victory points to buy a new model worth 40 points. The new models bought may be Personalities, and you need not comply with the “one third of points” restriction on Personalities.

SCENARIOS - THE STORY BEHIND

THE BATTLE

When you play a skirmish wargame, you can just line up your models at one end of the table and let your opponent do the same with his on the opposite side of the table. Put 3-4 obstacles on the tabletop to represent broken terrain, and play! But after a few battles, this becomes too predictable, and you'll want to spice up things a bit by adding a story to the battle. Why are these warbands fighting? What are they fighting over? Where? Is it a pitched battle between two scouting forces to gain control of a hill, or maybe a clash between an adventuring party and a mob of orcs who ambushed them? Here are six very basic scenarios. They will give you a lot of playing time. When you have played them

several times, we urge you to start writing your own scenarios (players may take turns in doing this, or use a third, impartial player as a Game Master), or use the scenarios in *Song of Deed and Glory* and in the other supplements.

PLAYING WITH A GM

In our experience, the best skirmish games are played with a third player acting as a game master and referee. Players may take turns in being the GM. The GM should design the scenario, coming up with reasons for the battle, designing the tabletop and detailing the forces involved. When playing with a GM, players may be handed secret missions; there may be hidden forces, reinforcements, traps, treasure and surprises of all kinds hiding on the tabletop. For example, the GM may determine that there's a monster hiding in the bushes who will attack the first figure to come close; or that reinforcements for one of the warbands will arrive at the end of Turn 4.

Intelligent scenario design by a game master can supersede the point system. After a few games, a good GM will get the hang of balancing forces and creating engaging scenarios. There are fan-made documents on www.ganeshagames.net that you can download to organize GMed scenarios.

BASIC SCENARIOS

If you do not have a GM, you may determine what scenario will be fought rolling one die on the Scenarios table after players have designed their warbands.

BASIC SCENARIOS TABLE (ROLL ONE DIE)

- 1) All-Out Battle
- 2) Ambush
- 3) Treasure Hunt
- 4) Place of Power
- 5) On Difficult Ground
- 6) Quest for a Magic Item

ALL-OUT BATTLE

This is the simplest scenario. Players dice to determine attacker and defender. The defender lays out the terrain. Two to six scenic items (hills, boulders, woods, ruins, etc – the defender decides how many) must be placed on the tabletop. No scenic feature can be bigger than 2 X Long, or smaller than 1 X Short, or higher than 1 X Long. Scenic features can be adjacent to table

edges. There must be at least a 1 X Short gap between any two terrain features. Terrain features should be irregularly shaped. Rivers should be designed in sections -- each section must be no wider than 1 X Short and no longer than 2 x Long. Hedges, fences and low walls may be placed contiguously so that they form a longer hedge or wall. Rivers sections MUST be placed adjacent to each other so that the river crosses the whole board from one side of the table to a different side of the table (any sides, not just the players' baselines). There must be at least one bridge or fordable area for every river in play.

The attacker chooses a baseline to deploy his troops. The defender enters from the opposite side. The defender places his models within 1 X Short of his table edge, and then the attacker does the same.

Play continues until one player concedes or all models on one side are defeated (routed off the table, knocked down or killed). Note that the knocked down status is obviously temporary, as fallen models may use their actions to stand up, so the victory conditions should be checked at the end of any turn in which all the models of a force are knocked down.

Victory conditions: 1 Victory point per 20 points of opponents that have been defeated (killed, routed or knocked down at the moment of calculating victory points).

AMBUSH

An ambush is set up as an all-out battle described above, but the defender places markers instead of placing models. The markers must be of the same size of the models' bases. The defender places two markers per model in his warband. If the warband comprises models with different base sizes, the different sized must be represented. For example, if your warband has 4 infantry models based on 20mm squares and 3 cavalry models based on 20x40mm rectangles, you will place 8 20mm squares and 6 20x40mm rectangles. All markers must be placed within 1 X Short distance from the player's baseline and/or within the terrain feature which is closest to the defender's baseline. During play, whenever a marker is attacked, or whenever an opponent moves within 1 X Long from the marker, or whenever the defender rolls to activate it, the defender must reveal whether the marker is real, substituting the marker with a figure, or if just a "dummy", removing the marker from play. When all the figures in the warband are on the table, remove any remaining markers.

Play continues until one player concedes or all models on one side are routed off the table, knocked down or dead. Note that the fallen status is obviously temporary, as fallen models may use their actions to stand up, so the victory conditions should be checked at the end of any turn in which all the models of a force are knocked down.

Victory conditions: 1 Victory point per 20 points of defeated opponents (attacker), 1 Victory point per 30 points of defeated opponents (defender).

TREASURE HUNT

The defender lays out the terrain as per All-Out Battle, above. The attacker places three treasure tokens on the tabletop. The tokens should be the same size as a normal sized model's base. The tokens must be within a terrain feature. Whenever a model gets adjacent to the token, roll a die. On a 5 or 6, the treasure is found and all tokens are removed. On a 1 to 4, remove that token only. If the first and second treasure token are removed, the treasure is automatically found in the third token.

A model must spend 2 actions to pick up the treasure. To win the scenario, the treasure must be carried off the table, out of the player's baseline.

Victory conditions: 1 Victory point per 25 points of defeated opponents, plus 5 points for carrying the treasure out of one's baseline.

PLACE OF POWER

The warbands have found a place ripe with mystical energies, and fight to possess it. This can represent an altar or a type of terrain overflowing with mana.

Players dice to determine attacker and defender. The defender lays out the terrain as per an All-Out battle. One randomly-chosen player (not necessarily the defender) nominates one terrain piece as a Place of Power. Magic-using models standing in the Place of Power have +1 on their Quality rolls (including Morale rolls) and cannot run out of magic power until the end of the game (as long as they continue to stand in the Place of Power!)

Victory conditions: 1 point per 25 points of defeated opponents, plus 3 points for every magic-using model standing on the Place of Power terrain at the end of the game.

ON DIFFICULT GROUND

Players dice to determine attacker and defender. The defender sets up the terrain. Up to 8 scenic items (hills, boulders, woods, ruins, etc) may be placed. No scenic feature can be bigger than 1 X Long, or smaller than 1 X Short. Terrain features can be adjacent one to the other, and should be irregularly shaped. Scenic features can be adjacent to table edges and to other terrain features. Terrain features should be irregularly shaped. Rivers should be designed in sections. Each section must be no wider than 1X Short and no longer than 2 x Long. Hedges and low walls may be placed contiguously so that they form a longer hedge or low wall. Rivers sections MUST be placed adjacent to each other so that the river crosses the whole board from one side of the table to a different side of the table (any sides, not just the players' baselines). There must be at least one bridge or fordable area for every river in play.

The attacker chooses a baseline. The defender's force enters from the opposite baseline. The defender places his models within 1 X Short from his baseline, and then the attacker does the same.

Whenever a model enters any terrain item, roll a die. On a 5 or 6 (4, 5 or 6 for Mounted models, and 6 only for models with the Forester special rule), the model must make a Quality check on one die or be removed from the game (lost to quicksand, giant man-eating plant, lurking monster, magical trap, or whatever). Heroes automatically pass this check.

Play continues until one player concedes or all models on one side have fled out of the tabletop or are dead.

Victory conditions: 1 point per 20 points of defeated opponents.

QUEST FOR A MAGIC ITEM

Players roll dice to determine attacker and defender. Defender lays out the terrain as in All-Out Battle. Attacker places three treasure tokens on the tabletop. The tokens must be within a terrain feature. Whenever a model moves next to the token, roll a die. On a 5 or 6, a magic item is found and all tokens are removed. On a 1 to 4, remove that token only. If the first and second treasure token are removed, the magic item is automatically found in the third token.

A model must spend 2 actions to pick up the magic item. Roll a die on the magic items table, below, to see what it is.

If a model is killed, another model may pick up the magic item (assuming it didn't run out of power) by spending 2 actions.

A model may give a magic item to an adjacent model by spending one action.

Victory conditions: 1 Victory point per 25 points of defeated opponents (killed or routed off the table), plus 3 points for getting the magic item.

Campaign rule: the winner may continue to use the magic item in future scenarios, until it runs out of power! The magic item can be assigned to any one model in the next game.

MAGIC ITEMS TABLE

- 1) Magic sword. Increase model's Combat by 2 until the player rolls a 1 in combat. At that point, the sword loses its magical properties.
- 2) Magic javelins. Model finds 1 to 6 javelins (roll a die) that can be thrown as a ranged attack with +1 on Combat. The model is treated as having the Shooter (Short) rule while using the javelins.
- 3) Magic cloak. Model gets the Stealth special rule until the player rolls a 1 in melee combat with that model. When that happens, the cloak is torn (by a sword thrust, etc) and rendered useless.
- 4) Regeneration ring. Model becomes immune to poison and ignores the first kill or gruesome kill result it receives. The ring then loses its powers.
- 5) Strength belt. Model receives 3 Strength points. Mark these with a small die next to the model's base. Each point can be used to add +1 to one melee Combat roll. More points can be combined on a single roll. These Strength points may be used even during the opponent's turn. Once the points have been spent, the belt becomes useless until the end of the game. In campaigns, the Strength points are replenished at the beginning of any new scenario.
- 6) Scroll. Roll one die: the result is the Quality of the scroll. Model can cast a spell from the scroll by making a Quality roll using the scroll's Quality, in the same way as a magic-user would cast a spell. If the model is already a magic-user and the spell casting roll from the scroll is a triple failure, the magic user does not run out of magical power (he has used the power of the scroll and not his own!)

FREQUENTLY ASKED QUESTIONS

*Why does this game use only 6-sided dice?
Couldn't it be more detailed by using a d10 or a d20?*

This game is designed in a way that the math must be simple and that modifiers should matter a lot. The +2 versus a knocked down opponent, for example, is central to the game. By using more granular dice, you have more "space" to count for less important modifiers. You could have different types of armor, factor in the use of shields, length of weapons, and so on. Unfortunately, once you start to factor in these details, the importance of a modifier is diluted. Additionally, every player will champion their vision of what is realistic or desirable in a game, and the rules will "bloat". Anyway, if you are interested in using other types of dice, it should not be difficult to tweak the rules to do so.

Why no spell list?

A magic user fighting in a small warband such as those represented in this game is certainly not a big shot – he would be fighting with armies of thousands of warriors if he was powerful enough for that. So you can imagine that most mages are just beginners or low powered tribal shamans. Instead of detailing a long list of spells, we imagine that most spells will be used in two ways, to attack targets over a distance, or to hinder opponents (the Transfix effect).

We understand that this "low key" vision of magic is not what everybody wants, so keeping with the modular design philosophy of the game, we are working on a magic supplement with full rules for alchemy, designing one's magical effects, area spells, spells that affect the terrain, and so on. Players will have to decide for themselves whether they want the extra detail and complexity or are satisfied with the low key magic.

If I roll only one die to activate my figures, I can't roll two failures so the turn doesn't pass to my opponent. What gives?

That's a perfectly legal tactic. It is called "playing safe". The turn passes to your opponent anyway when all of your figures have acted. Unfortunately, this tactic won't bring you far. Once your opponent starts to whip you with double and triple actions, you'll see the importance of activating figures on more than one die. Characters with multiple actions can rush enemies and attack them, or become much deadlier by using power

attacks and aimed shots. Leaders will need at least two actions to maneuver AND give group orders at the same time.

What can a Transfixed model do?

A Transfixed model is trapped by a magical illusion, web, hypnotism or the like. The model cannot act until he spends two actions to break the spell. Until this happens, the model cannot move, is attacked at +2 in melee and is killed if beaten even by only one point (in other words, all attacks are Lethal against him). So basically, a Transfixed model cannot do anything else except try to break free of the spell. He rolls a die in combat, but his roll is purely defensive (he cannot hurt the opponent).

My elf warrior (Q 3, C3) is in base to base contact with an orc. It's my turn. I roll one die to activate and get a 1. Can my elf attack?

No. You failed your activation roll so you don't get to do any action. This doesn't mean that the elf stands there motionless waiting for the orc to hack him to bits. The elf is there parrying and dodging but does not take the initiative -- for the moment. A turn represents very little time (a second or two) so it's normal for a fighter to observe the situation, feint, adopt a defensive stance, etc. Not every blow is a telling blow! Also remember that combat is simultaneous -- so when the orc activates, if he activates, both combatants will roll a die for hand to hand combat and the elf may still knock down or kill the orc.

When Slow creatures roll two morale failures, do they run double, or just a single move?

They move double. Fear makes them surpass their limitations.

If a magic user gets several actions, can he move closer with the first and then cast a spell with a second or third action point? Does he then roll again to see how powerful the spell is? Or is a magic user only able to attempt a spell at the start of his turn, INSTEAD of moving?

A magic user rolls for activation like any other model, but must state that he will be casting a spell as part of his activation if he wants to do so; then he uses any or all of his rolled successes as power points to cast a spell. In other words: you DO NOT roll dice twice, once to activate and once to cast the spell. Casting a spell is

simply an action like any other action in the game, and is accomplished by using the actions that the character has obtained on his activation roll.

Let's say your mage rolls 3 successes. He can make one move and then cast a power 2 transfix or magic attack. In this case, the target of the transfix must save vs a power 2 spell, and not power 3 spell, as one action has been used to move.

A magic-user could even break away from close combat and then (assuming he survives the Free Hack) cast a spell. A magic-user could get close to his target and cast a short ranged power 1 spell. In short: a magic user uses his rolled successes to cast spells and/or move and/or attack, just like any other model. The only catch is that the Magic-User rolling three activation dice must declare before rolling his dice whether he wants to cast a spell or not, because if he rolls three failures he runs out of magical power for the remainder of the game.

When does the Leader bonus count?

The Leader bonus counts when models within Long distance can see the Leader. The bonus doesn't count if the models cannot see the Leader (so you can't hide your Leader in the woods and continue to give orders) or if the Leader is fallen or Transfixed. Enemy models do not obstruct the line of sight between a soldier and his Leader, so you still count the Leader bonus even if your Leader is surrounded by foes.

Does the Leader bonus count on a magic-user's Quality when he's trying to cast a spell?

Yes it does.

Does the Leader bonus count on himself? Does the Leader bonus count on other Leaders?

No to both questions.

Are Heroes effectively immune to Power 1 Transfix spells?

Yes. A Power 1 transfix spell requires a save on one die, and a Hero always rolls a success on one of his dice.

Is there any expansion of these rules?

Lots! A dungeon adventuring supplement *Song of Gold and Darkness*, a wilderness supplement *Song of Wind and Water*, and an extended campaign rulebook (*Song of Deeds and Glory*) are available. There are also other standalone versions, including *Song of Arthur and Merlin* (Arthurian), *Song of Fur and Buttons* (based on

“colonial teddy bear” miniatures by Eureka Miniatures), *Song of the Splintered Lands* (fantasy with anthropomorphic animal races based on miniatures by Splintered Light Miniatures), *Shadowsea* and *DeepWars* (original fantasy games published by Antimatter games), *Song of Our Ancestors* (a game published by Zombiesmith and based on their popular Quar range of miniatures). The rules engine is also used for other genres: ancients (*Song of Spear and Shield*), modern (*Flying Lead*), post-holocaust (*Mutants and Death Ray Guns* and *Apocalypticum*), horror (*Fear and Faith* and its supplements), giant monsters (*Mighty Monsters*), Napoleonics (*Song of Drums and Shakos* and its supplement *More Drums and Shakos*), American Civil War (‘61 - ‘65, although that is a company level game), *Armageddon Hour* (a post-apocalyptic solo boardgame), swash-buckling action with pirates and musketeers (*Flashing Steel*), superheroes (*Power Legion*), Fantasy RPG (*Tales of Blades and Heroes*) and so on.

The idea is that once you learn the basic rules, you can easily switch genres and periods by altering the “chrome” -- special and campaign rules -- without having to learn a new system from scratch every time. Still, each rulebook is offered as a stand-alone book so you don't have to necessarily purchase others (but please do so! Ganesha Games is a small-press, one-man company and we need all the sales and support that you can give).

ROSTERS

In the following pages you'll find profiles for both common and unusual fantasy troops. For purposes of comparisons, we assume the average warrior figure to be Q4 C2. This represents a human/roughly humanoid warrior with some experience or training, equipped with a shield or other form of light protection, and armed with a generic melee weapon such as a shortsword, a large knife, a club or a spear. More experienced troops, veterans etc will have one of the two scores increased by one point (so they will be either Q4 C3 or Q3 C2) while elite/guard/chosen troops will either have a boost on both stats (Q3 C3) or possess some special rule. For example, a regular soldier who is well motivated and has steady morale might be Q4 C2 Steadfast. And a regular soldier belonging to a much bulkier race might be Q4 C2 Big. A heavy infantry type might just be Q4 C2 Heavy Armor, or Q4 C3 Heavy Armor if equipped with a two-handed weapon.

The troops are arranged on a racial basis just for your convenience – you are free to mix and match your warband as you see fit. Alternatively, players may prefer to play with warbands arranged on a racial basis – in

that case, you'll have to decide beforehand what races can ally with any other, and so on.

Models costing 5 points or less are considered non-combatants and should be used only in special scenarios to represent children, villagers, hostages or victims. Their low point cost is potentially disruptive of game balance because it is easy to fill up the table with such low quality profiles and outnumber the opponents.

More profiles are added in the supplements and on Free Hack, the Ganesha Games free webzine.

We are also working on racially-themed sourcebooks for Dwarves, Elves, and other popular fantasy races, which will introduce further special rules, different group actions and abilities to further differentiate your forces. All these additional materials are optional.

CHARACTER BUILDING FORMULA

Download our free character builders from www.ganeshagames.net

If you want to do the math on paper, here's the formula: $((C * 5 + \text{Special Abilities}) * (7 - Q)) / 2$

Cost of Special abilities (including abilities from supplements and stand-alone fantasy variants published at the moment of printing) is as follows:

ABILITY (COST)

- Abbot (18)
- Acrobat (3)
- Amphibious (3)
- Animal (-3)
- Arbalest (9)
- Arquebus (7)
- Artificial (3)
- Artillerist (3)
- Assassin (15)
- Ball and Chain (4)
- Bard (10)
- Battle Giant (10)
- Battlebeast (0)
- Beastmaster (8)
- Berserk (4)
- Big (3)
- Blacksmith (1)
- Blast (15)
- Bodyguard (0)
- Brewer (3)
- Brewmaster (1)
- Burrowing (4)
- Champion (9)

Chivalry (0)
 Cleric (15)
 Clinging (3)
 Combat Master (10)
 Coward (-2)
 Crossbow (7)
 Danger Sense (3)
 Dashing (3)
 Dead Shot (5)
 Deaf (0)
 Desert Walk (3)
 Diplomat (8)
 Distract (12)
 Dogged (-2)
 Drain (8)
 Drunkard (1)
 Dry Powder (4)
 Elementalist (15)
 Enchanter (15)
 Entangle (15)
 Evil (0)
 Fearless (3)
 Flying (10)
 Forester (3)
 Free Disengage (3)
 Gargantuan (3)
 Gargantuan (9)
 Ghost Blade (2)
 Giant Slayer (3)
 Giantkiller (4)
 Good Shot (3)
 Greedy (-2)
 Gregarious (3)
 Group Fighter (3)
 Hand Grenade (7)
 Handgun (5)
 Hatred (3)
 Heavy Armor (3)
 Heavy Weapon (3)
 Hero (15)
 Hero's Horse (6)
 Huge (5)
 Huge Weapon (7)
 Illusionist (15)
 Immortal (20)
 Inconvenient (5)
 Jousting (3)
 Knight (1)
 Laborer (3)
 Leader (15)
 Legendary Archer (15)
 Legendary Wizard (99)
 Lethal (3)
 Long Move (10)
 Long Reach (3)
 Magic Resistance (5)
 Magic-User (15)
 Master Duelist (6)

Mountaineer (2)
 Mounted (6)
 Music (0)
 Mutant (3)
 Near Invulnerability (7)
 Necromancer (15)
 Noble (5)
 Opportunistic (4)
 Outrider (8)
 Overloader (3)
 Paladin (2)
 Piercing Weapon (2)
 Poison (3)
 Protect (-2)
 Rare (0)
 Rabble (-5)
 Reckless (5)
 Reflect (4)
 Runemaster (17)
 Running Blow (8)
 Savage (3)
 Savage Mount (12)
 Scout (3)
 Sharpshooter (4)
 Shield-Mage (10)
 Shieldwall (1)
 Shooter: Long (7)
 Shooter: Medium (4)
 Shooter: Short (2)
 Short Bow (5)
 Short Move (-3)
 Sling (4)
 Slow (-5)
 Snow Walk (3)
 Solar Force (0)
 Sorcerer (15)
 Standard Bearer (0)
 Steadfast (3)
 Stealth (3)
 Stubborn (-2)
 Summoner (15)
 Swamp Walk (3)
 Swarm (3)
 Tailslap (3)
 Teleport (12)
 Terror (15)
 Tough (15)
 Tower Shield (3)
 Traps (3)
 Tunnel Fighter (2)
 Undead (3)
 Unerring Aim (3)
 Unique (0)
 Were (0)

UNDEAD

SKELETON HUMAN (HAND WEAPON AND SHIELD)

Points 26 Quality 3+ Combat 2
Special rules Undead

SKELETON HUMAN, ARCHER (BOW)

Points 24 Quality 3+ Combat 1
Special rules Undead, Shooter (medium)

SKELETON HUMAN, SUPERIOR ARCHER (BOW)

Points 46 Quality 3+ Combat 2
Special rules Undead, Shooter (long), Unerring Aim

SKELETON LION-MAN (TWO HANDED WEAPON)

Points 36 Quality 3+ Combat 3
Special rules Undead

SKELETON ORC (HAND WEAPON AND SHIELD)

Points 27 Quality 4+ Combat 3
Special rules Undead

SKELETON DWARF (HAND WEAPON AND SHIELD)

Points 30 Quality 3+ Combat 3
Special rules Undead, Short Move

SKELETON ORC RIDER

(riding skeleton boar, hand weapon and shield)

Points 51 Quality 4+ Combat 3
Special rules Undead, Mounted, Long Move

SKELETON BOAR

Points 45 Quality 4+ Combat 4
Special rules Undead, Animal, Long Move

SKELETON DWARF RIDER

(riding skeleton boar or bear, mace or axe)

Points 48 Quality 3+ Combat 3
Special rules Undead, Mounted

SKELETON WOLF

Points 38 Quality 4+ Combat 3
Special rules Undead, Animal, Long Move

ZOMBIE

Points 8 Quality 6+ Combat 4
Special rules Undead, Short Move, Slow

WALKING DEAD

Points 18 Quality 5+ Combat 4
Special rules Undead, Slow

TWITCHER

Points:27 Quality:5 Combat:4
Special rules Opportunistic, Undead

ZOMBIE LORD

Points 35 Quality 5+ Combat 5
Special rules Undead, Short Move, Slow, Leader

GHOUL (CLUB)

Points 32 Quality 3+ Combat 2
Special rules Undead, Poison

VAMPIRE

Points 116 Quality 3+ Combat 5
Special rules Undead, Tough, Terror

VAMPIRE LORD

Points 136 Quality 3+ Combat 5
Special rules Undead, Tough, Terror, Flying

MUMMY

Points 43 Quality 5+ Combat 3
Special rules Undead, Tough, Terror, Slow

LICH

Points 86 Quality 3+ Combat 2
Special rules Undead, Magic-User, Terror

WRAITH LORD

Points 92 Quality 3+ Combat 3
Special rules Undead, Assassin, Free Disengage, Flying

WRAITH

Points 72 Quality 3+ Combat 4
Special rules Undead, Free Disengage, Flying

WRAITH LORD ON UNDEAD MANTICORE

Points 114 Quality 3+ Combat 5
Special rules Undead, Free Disengage, Flying, Mounted, Long Move

SPECTRE

Points 62 Quality 4+ Combat 2
Special rules Undead, Free Disengage, Flying, Terror

GHOST

Points 32 Quality 4+ Combat 1
Special rules Undead, Free Disengage, Flying

HUMANS

HUMAN WARRIOR (SHIELD AND SPEAR AND/OR SWORD)

Points 30 Quality 3+ Combat 3
Special rules None

HUMAN BARBARIAN WARRIOR (SHIELD AND SPEAR AND/OR SWORD)

Points 36 Quality 3+ Combat 3
Special rules Fearless

HUMAN, LIGHT INFANTRY (SLING, JAVELIN OR SHORT-BOW)

Points 28 Quality 3+ Combat 2
Special rules Shooter (Medium)

HUMAN, HEAVY INFANTRY (SHIELD, ARMOR, HAND-WEAPON)

Points 26 Quality 4+ Combat 4
Special rules Short Move

HUMAN, ARCHER (LONG OR COMPOSITE BOW)

Points 44 Quality 3+ Combat 3
Special rules Shooter (Long)

HUMAN, ELITE ARCHER (LONG OR COMPOSITE BOW)

Points 50 Quality 3+ Combat 3
Special rules Shooter (Long), Unerring Aim

HUMAN, LIGHT CAVALRY (SWORD OR SPEAR)

Points 52 Quality 3+ Combat 2
Special rules Mounted, Long Move

HUMAN, MEDIUM CAVALRY (HAND WEAPON, LIGHT ARMOR)

Points 62 Quality 3+ Combat 3
Special rules Mounted, Long Move

HUMAN, HEAVY CAVALRY (SWORD OR MACE, SHIELD, LANCE, ARMOR)

Points 72 Quality 3+ Combat 4
Special rules Mounted, Long Move

HUMAN, LIGHT CAVALRY, ARCHER (SHORTBOW)

Points 60 Quality 3+ Combat 2
Special rules Mounted, Long Move, Shooter (Medium)

HUMAN, LIGHT CAVALRY, ELITE ARCHER (SHORTBOW)

Points 66 Quality 3+ Combat 2
Special rules Mounted, Long Move, Shooter (Medium),
Unerring Aim

HUMAN, WITCH HUNTER (CROSSBOW OR MUSKET)

Points 50 Quality 3+ Combat 3
Special rules Lethal vs Magic-Users, Shooter (Long)

HUMAN, CLERIC (SHIELD, CHAINMAIL, MACE)

Points 60 Quality 3+ Combat 3
Special rules Cleric

HUMAN, UNDEAD HUNTER (CROSSBOW)

Points 50 Quality 3+ Combat 3
Special rules Lethal vs. Undead, Shooter (Long)

HUMAN, MAGIC-USER (DAGGER)

Points 40 Quality 3+ Combat 1
Special rules Magic-User

HUMAN, WARMAGE (SWORD)

Points 45 Quality 4+ Combat 3
Special rules Magic-User

HUMAN, DRUID (STAFF)

Points 46 Quality 3+ Combat 1
Special rules Magic-User, Forester

HUMAN, WIZARD'S APPRENTICE (KNIFE)

Points 30 Quality 4+ Combat 1
Special rules Magic-User

HUMAN, PEASANT OR VILLAGER (STICK)

Points 1 Quality 5+ Combat 0
Special rules : use in special scenarios only

HUMAN, CHILD

Points 1 Quality 6+ Combat 0
Special rules: use in special scenarios only

HUMAN, CITY MILITIA (CLUB OR SPEAR)

Points 15 Quality 4+ Combat 2
Special rules None

HUMAN, HUNTER (SHORTBOW)

Points 15 Quality 4+ Combat 1
Special rules Shooter (Short), Lethal vs. Animals

HUMAN, THIEF (DAGGER)

Points 26 Quality 3+ Combat 2
Special rules Stealth

HUMAN, ASSASSIN (DAGGER)

Points 56 Quality 3+ Combat 2
Special rules Stealth, Assassin

HUMAN, LEADER (SWORD OR SPEAR AND SHIELD)

Points 60 Quality 3+ Combat 3
Special rules Leader

ORCS

ORC WARRIOR (SHIELD AND SWORD OR SPEAR)

Points 23 Quality 4+ Combat 3
Special rules None

ORC ARCHER (SWORD AND BOW)

Points 29 Quality 4+ Combat 3
Special rules Shooter (Medium)

ORC ELITE ARCHER (SWORD AND BOW)

Points 33 Quality 4+ Combat 3
Special rules Shooter (Medium), Unerring Aim

ORC ARMORED ARCHER (SWORD, BOW, PLATE MAIL)

Points 33 Quality 4+ Combat 3
Special rules Shooter (Medium), Heavy Armor

ORC BOAR RIDER (RIDING BOAR, HAND WEAPON)

Points 47 Quality 4+ Combat 3
Special rules Mounted, Long Move

ORC BOSS/SUBCOMMANDER

Points 60 Quality 3+ Combat 3
Special rules Leader

ORC WARCHIEF (CHAINMAIL, SHIELD, HAND WEAPON)

Points 100 Quality 3+ Combat 4
Special rules Leader, Tough

ORC CHAMPION/BRUTE (HAND WEAPON AND SHIELD)

Points 76 Quality 3+ Combat 4
Special rules Savage, Hero

SAVAGE ORC WARRIOR (HAND WEAPON AND SHIELD OR TWO HANDED WEAPON)

Points 27 Quality 4+ Combat 3
Special rules Savage

SAVAGE ORC HEAVY INFANTRY (HAND WEAPON AND SHIELD, BANDED ARMOR)

Points 30 Quality 4+ Combat 4
Special rules Savage, Short Move

ORC SHAMAN (STAFF)

Points 38 Quality 4+ Combat 2
Special rules Magic-User

GOBLINS

GOBLIN WARRIOR (HAND WEAPON AND SHIELD)

Points 15 Quality 4+ Combat 2
Special rules None

GOBLIN HERO (HAND WEAPON AND SHIELD)

Points 45 Quality 4+ Combat 3
Special rules Hero

GOBLIN COMMANDER (HAND WEAPON AND SHIELD)

Points 45 Quality 4+ Combat 3
Special rules Leader

GOBLIN WOLF RIDER (RIDING WOLF, HAND WEAPON)

Points 47 Quality 4+ Combat 3
Special rules Mounted, Long Move

GOBLIN ARCHER (LEATHER ARMOR AND SHORTBOW)

Points 21 Quality 4+ Combat 2
Special rules Shooter (Medium)

GOBLIN ELITE ARCHER (LEATHER ARMOR AND SHORTBOW)

Points 26 Quality 4+ Combat 2
Special rules Shooter (Medium), Unerring Aim

GOBLIN LIGHT INFANTRY (HAND WEAPON OR SPEAR AND SHIELD)

Points 8 Quality 4+ Combat 1
Special rules None

GOBLIN SNEAK (DAGGER)

Points 20 Quality 4+ Combat 2
Special rules Stealth

GOBLIN ASSASSIN (DAGGER)

Points 56 Quality 3+ Combat 2
Special rules Assassin, Stealth

GOBLIN ELITE SLINGER (SLING)

Points 26 Quality 4+ Combat 2
Special rules Shooter (medium), Unerring Aim

BUGBEARS

BUGBEAR WARRIOR (SCALE ARMOR, TWO HANDED WEAPON)

Points 35 Quality 4+ Combat 3
Special rules Slow, Big, Long Move

BUGBEAR GUARD (SCALE ARMOR, TWO HANDED WEAPON)

Points 47 Quality 4+ Combat 4
Special rules Slow, Big, Long Move, Steadfast

BUGBEAR CHIEFTAIN (SCALE ARMOR, TWO HANDED WEAPON)

Points 65 Quality 4+ Combat 4
Special rules Slow, Big, Long Move, Leader

BUGBEAR SHAMAN (STAFF)

Points 57 Quality 4+ Combat 3
 Special rules Slow, Big, Long Move, Magic-User

BUGBEAR LIGHT INFANTRY (JAVELIN)

Points 64 Quality 3+ Combat 3
 Special rules Big, Long Move, Shooter (medium)

BUGBEAR ELITE LIGHT INFANTRY (JAVELIN)

Points 70 Quality 3+ Combat 3
 Special rules Big, Long Move, Shooter (medium),
 Unerring Aim

OGRES**OGRE WARRIOR (TWO HANDED WEAPON)**

Points 50 Quality 4+ Combat 4
 Special rules Big, Long Move

CAVE OGRE (TWO HANDED WEAPON)

Points 54 Quality 4+ Combat 4
 Special rules Big, Dashing, Long Move

FOREST OGRE (TWO HANDED WEAPON)

Points 54 Quality 4+ Combat 4
 Special rules Big, Forester, Long Move

OGRE WARCHIEF (TWO HANDED WEAPON)

Points 72 Quality 4+ Combat 4
 Special rules Big, Long Move, Leader

OGRE SHAMAN (TWO HANDED WEAPON)

Points 57 Quality 4+ Combat 2
 Special rules Big, Long Move, Magic-User

OGRE SHOOTER (JAVELIN OR THROWN AXES)

Points 48 Quality 4+ Combat 3
 Special rules Big, Long Move, Shooter (medium)

OGRE HERO (TWO HANDED WEAPON)

Points 72 Quality 4+ Combat 4
 Special rules Big, Long Move, Hero

OGRE BATTLE CHAMPION (TWO HANDED WEAPON)

Points 126 Quality 3+ Combat 4
 Special rules Big, Long Move, Hero, Tough

OGRE DWARFSLAYER (TWO HANDED WEAPON)

Points 54 Quality 4+ Combat 4
 Special rules Big, Lethal vs Dwarves, Long Move

OGRE ELFSLAYER (TWO HANDED WEAPON)

Points 54 Quality 4+ Combat 4
 Special rules Big, Lethal vs Elves, Long Move

ELVES**ELF WARRIOR (SPEAR AND SHIELD)**

Points 38 Quality 2+ Combat 3
 Special rules None

ELF YOUNG WARRIOR (SPEAR AND SHIELD)

Points 20 Quality 3+ Combat 2
 Special rules None

ELF ARCHER (DAGGER AND LONGBOW)

Points 55 Quality 2+ Combat 3
 Special rules Shooter (Long)

ELF ELITE ARCHER (DAGGER AND LONGBOW)

Points 70 Quality 2+ Combat 3
 Special rules Shooter (Long), Good Shot,
 Unerring Aim

ELF BOWMASTER (SWORD AND LONGBOW)

Points 120 Quality 2+ Combat 4
 Special rules Shooter (Long), Good Shot,
 Unerring Aim, Legendary Shot

WOOD ELF WARRIOR (SWORD, LEATHER ARMOR)

Points 36 Quality 3+ Combat 3
 Special rules Forester

WOOD ELF ARCHER (SHORTSWORD, LONGBOW)

Points 50 Quality 3+ Combat 3
 Special rules Shooter (Long), Forester

WOOD ELF ELITE ARCHER (SHORTSWORD, LONGBOW)

Points 56 Quality 3+ Combat 3
 Special rules Shooter (Long), Forester, Unerring Aim

ELF WIZARD (DAGGER)

Points 70 Quality 2+ Combat 2
 Special rules Magic-user, Forester

ELF HERO (SWORD, CHAINMAIL, LONGBOW)

Points 93 Quality 2+ Combat 3
 Special rules Hero, Shooter (Long)

ELF COMMANDER (SWORD AND SHIELD, CHAINMAIL)

Points 100 Quality 2+ Combat 5
 Special rules Leader

WOOD ELF COMMANDER (SWORD AND SHIELD, CHAINMAIL)

Points 95 Quality 2+ Combat 4
 Special rules Leader, Forester

ELF SNEAK (LEATHER ARMOR, DAGGER)

Points 53 Quality 2+ Combat 3
 Special rules Stealth, Forester

ELF CAVALRY (LIGHT HORSE, SPEAR AND SHIELD)

Points 60 Quality 2+ Combat 3
 Special rules Mounted, Forester

ELF HEAVY CAVALRY (BARDED WARHORSE, SPEAR AND SHIELD, ARMOR)

Points 52 Quality 3+ Combat 4
 Special rules Mounted

DWARVES

DWARF WARRIOR (HAND WEAPON AND SHIELD)

Points 34 Quality 3+ Combat 4
 Special rules Short Move

DWARF YOUNG WARRIOR (WEAPON AND SHIELD)

Points 24 Quality 3+ Combat 3
 Special rules Short Move

DWARF ELITE WARRIOR (HAND WEAPON AND SHIELD)

Points 46 Quality 3+ Combat 4
 Special rules Short Move, Steadfast, Fearless

DWARF SKIRMISHER (JAVELIN, SHORTBOW OR SMALL CROSSBOW)

Points 18 Quality 3+ Combat 2
 Special rules Short Move, Shooter (Short)

DWARF CAVALRY (RIDING BEAR)

Points 52 Quality 3+ Combat 4
 Special rules Mounted

DWARF CAVALRY (RIDING BEAR)

Points 52 Quality 3+ Combat 4
 Special rules Mounted

DWARF DRAGONSLAYER (TWO HANDED WEAPON, CHAINMAIL ARMOR)

Points 56 Quality 3+ Combat 5
 Special rules Short Move, Lethal vs. Dragons, Fearless

DWARF CROSSBOWMAN (CROSSBOW)

Points 24 Quality 4+ Combat 3
 Special rules Short Move, Shooter (Medium)

DWARF ELITE CROSSBOWMAN (CROSSBOW,)

Points 38 Quality 3+ Combat 3
 Special rules Short Move, Shooter (Medium),
 Good Shot

DWARF THIEF (DAGGER)

Points 30 Quality 3+ Combat 3
 Special rules Short Move, Stealth

DWARF MAGIC-USER (DAGGER)

Points 41 Quality 4+ Combat 3
 Special rules Short Move, Magic-user

DWARF ORCSLAYER (TWO HANDED WEAPON)

Points 40 Quality 3+ Combat 4
 Special rules Short Move, Lethal vs. Orcs

DWARF COMMANDER (SWORD AND SHIELD, CHAINMAIL)

Points 95 Quality 2+ Combat 4
 Special rules Leader, Fearless

HALFLINGS

HALFLING SPEARMAN (SPEAR AND SHIELD)

Points 11 Quality 4+ Combat 2
 Special rules Short Move

HALFLING SLINGER

Points 9 Quality 4+ Combat 1
 Special rules Short Move, Shooter (Medium)

HALFLING VETERAN SLINGER

Points 14 Quality 4+ Combat 1
 Special rules Short Move, Shooter (Medium)
 Good Shot

HALFLING ARCHER (BOW)

Points 17 Quality 4+ Combat 2
 Special rules Short Move, Shooter (Medium)

HALFLING ELITE ARCHER (BOW)

Points 24 Quality 4+ Combat 2
 Special rules Short Move, Shooter (Medium)
 Good Shot

HALFLING VILLAGER (CLUB, STONES)

Points 6 Quality 4+ Combat 1
 Special rules Short Move, Shooter (short)

HALFLING THIEF (DAGGER OR SHORTSWORD)

Points 16 Quality 3+ Combat 1
 Special rules Short Move, Stealth, Free Disengage

HALFLING RIDER (RIDING HOUND, SHIELD AND SPEAR)

Points 32 Quality 3+ Combat 2
 Special rules Mounted

HALFLING VETERAN (CHAINMAIL, SHIELD, HAND WEAPON)

Points 18 Quality 4+ Combat 3
Special rules Short Move

HALFLING HERO (CHAINMAIL, SHIELD AND HAND WEAPON)

Points 54 Quality 3+ Combat 3
Special rules Short Move, Hero

HALFLING WISEWOMAN (STAFF)

Points 13 Quality 5+ Combat 0
Special rules Short Move, Magic-User

HALFLING MESSENGER

Points 20 Quality 2+ Combat 2
Special rules Free Disengage

CATFOLK

LION-MAN WARRIOR (SWORD)

Points 46 Quality 3+ Combat 4
Special rules Fearless

LION-MAN COMMANDER (SWORD)

Points 95 Quality 2+ Combat 4
Special rules Fearless, Leader

LION-MAN CHAMPION (SWORD)

Points 95 Quality 2+ Combat 4
Special rules Fearless, Tough

LION-CENTAUR (SPEAR OR SWORD)

Points 60 Quality 3+ Combat 4
Special rules Long Move

LYNX SCOUT (SHORTBOW, SHORTSWORD)

Points 30 Quality 3+ Combat 2
Special rules Shooter (Short) , Stealth

COUGAR-MAN ARCHER (BOW, DAGGER)

Points 38 Quality 3+ Combat 3
Special rules Shooter (Medium)

PANTHER-MAN STALKER (DAGGERS)

Points 56 Quality 3+ Combat 2
Special rules Assassin , Stealth

COUGAR-MAN SHAMAN (STAFF)

Points 40 Quality 3+ Combat 1
Special rules Magic-User

SMILODON WARRIOR (GREATSWORD, GAUNTLETS)

Points 58 Quality 2+ Combat 4
Special rules Savage

SMILODON HERO (GREATSWORD)

Points 95 Quality 2+ Combat 4
Special rules Savage, Hero

LION

Points 40 Quality 3+ Combat 4
Special rules Animal, Savage

RATMEN

RATMAN WARRIOR (SHIELD AND SWORD)

Points 27 Quality 4+ Combat 3
Special rules Gregarious

RATMAN CHAMPION (TWO HANDED WEAPON)

Points 35 Quality 4+ Combat 4
Special rules Gregarious

RATMAN SCOUT (SHIELD AND SPEAR)

Points 24 Quality 4+ Combat 2
Special rules Gregarious, Stealth

RATMAN HERO (TWO HANDED WEAPON)

Points 57 Quality 4+ Combat 4
Special rules Gregarious, Tough

RATMAN SHOOTER (COMPOSITE BOW OR CROSSBOW)

Points 30 Quality 4+ Combat 2
Special rules Gregarious, Shooter (Long)

RATMAN ELITE SHOOTER (CROSSBOW)

Points 35 Quality 4+ Combat 2
Special rules Gregarious, Shooter (Long), Good Shot

RATMAN ASSASSIN

Points 72 Quality 3+ Combat 3
Special rules Assassin, Free Disengage, Stealth

RATMAN LEADER (SHIELD AND SWORD)

Points 60 Quality 3+ Combat 3
Special rules Leader

RATMAN WIZARD (STAFF)

Points 46 Quality 3+ Combat 1
Special rules Fearless, Magic-User

LIZARDMEN

LIZARDMAN WARRIOR (HAND WEAPON AND SHIELD)

Points 52 Quality 3+ Combat 4
Special rules Amphibious, Tailslap

LIZARDMAN SKIRMISHER (JAVELINS AND SHIELD)

Points 46 Quality 3+ Combat 3
Special rules Amphibious, Tailslap, Shooter (short)

LIZARDMAN LEADER (HAND WEAPON AND SHIELD)

Points 82 Quality 3+ Combat 4
Special rules Amphibious, Tailslap, Leader

LIZARDMAN CHAMPION (HAND WEAPON AND SHIELD)

Points 82 Quality 3+ Combat 4
Special rules Amphibious, Tailslap, Tough

LIZARDMAN SHAMAN (STAFF)

Points 42 Quality 4+ Combat 2
Special rules Amphibious, Magic-User

GIANT LIZARD

Points 44 Quality 4+ Combat 4
Special rules Animal, Amphibious, Big, Clinging, Tailslap

GIANT LIZARD RIDER

Points 76 Quality 3+ Combat 4
Special rules Mounted, Amphibious, Big, Clinging, Tailslap

DRAGONS

SMALL DRAGON

Points 80 Quality 3+ Combat 4
Special rules Flying, Big, Shooter (Long)

ADULT DRAGON

Points 218 Quality 2+ Combat 5
Special rules Flying, Huge, Long Move, Shooter (Long), Terror, Tough

ANCIENT DRAGON

Points 268 Quality 2+ Combat 6
Special rules Flying, Huge, Long Move, Shooter (long), Terror, Tough, Magic-User

WYVERN

Points 86 Quality 4+ Combat 4
Special rules Animal, Flying, Huge, Long Move, Tough

HYDRA

Points 64 Quality 3+ Combat 4
Special rules Huge, Shooter (Long), Tough

HYENA MEN

HYENA MAN WARRIOR (HAND WEAPON AND SHIELD)

Points 26 Quality 3+ Combat 2
Special rules Savage

HYENA MAN ARCHER (BOW, SHORT SWORD)

Points 28 Quality 3+ Combat 2
Special rules Shooter (Medium)

HYENA MAN GUARD (TWO HANDED WEAPON)

Points 36 Quality 3+ Combat 3
Special rules Savage

HYENA MAN CHIEFTAIN (HAND WEAPON AND SHIELD)

Points 66 Quality 3+ Combat 3
Special rules Leader, Savage

HYENA MAN ARMORED CHIEFTAIN (SCALE MAIL, HAND WEAPON AND SHIELD)

Points 82 Quality 3+ Combat 4
Special rules Heavy Armor, Leader, Savage

HYENA MAN CHAMPION (HAND WEAPON AND SHIELD)

Points 66 Quality 3+ Combat 3
Special rules Hero, Savage

HYENA MAN RABBLE (CLUBS)

Points 15 Quality 4+ Combat 2
Special rules None

HYENA MAN YOUNG (SPEARS)

Points 15 Quality 4+ Combat 2
Special rules Savage

GRYPHONS (HAWK-MEN)

GRYPHON WARRIOR (SWORD)

Points 50 Quality 3+ Combat 3
Special rules Flying

GRYPHON LORD (SWORD)

Points 90 Quality 3+ Combat 4
Special rules Flying, Leader

MONSTERS

BASILISK

Points 60 Quality 3+ Combat 3
Special rules Assassin

COCKATRICE

Points 70 Quality 3+ Combat 2
Special rules Assassin, Flying

MEDUSA

Points 80 Quality 2+ Combat 2
Special rules Assassin, Shooter (Long)

UNICORN

Points 102 Quality 3+ Combat 4
Special rules Cleric, Long Move, Forester, Dashing

TARRASQUE

Points 140 Quality 3+ Combat 5
Special rules Huge, Tough, Terror, Long Move

GIANT

Points 86 Quality 4+ Combat 5
Special rules Slow, Huge, Long Move, Shooter (Long), Tough

TROLLS

TROLL

Points 41 Quality 5+ Combat 4
Special rules Tough, Fearless, Big

HILL TROLL

Points 62 Quality 4+ Combat 4
Special rules Tough, Fearless, Big

WATER TROLL

Points 44 Quality 5+ Combat 4
Special rules Amphibious, Tough, Fearless, Big

CAVE TROLL

Points 54 Quality 4+ Combat 4
Special rules Big, Savage, Slow, Tough

GOLEMS

CLAY GOLEM

Points 62 Quality 3+ Combat 3
Special rules Slow, Big, Artificial, Tough

FLESH GOLEM

Points 47 Quality 4+ Combat 3
Special rules Slow, Big, Artificial, Tough

STONE GOLEM

Points 54 Quality 4+ Combat 4
Special rules Slow, Big, Artificial, Tough

STEEL GOLEM

Points 62 Quality 4+ Combat 5
Special rules Slow, Big, Artificial, Tough

ELEMENTALS

EARTH ELEMENTAL

Points 82 Quality 3+ Combat 4
Special rules Big, Artificial, Tough

FIRE ELEMENTAL

Points 50 Quality 3+ Combat 4
Special rules Artificial, Shooter (Short)

AIR ELEMENTAL

Points 72 Quality 3+ Combat 2
Special rules Flying, Long Move, Free Disengage, Artificial

WATER ELEMENTAL

Points 48 Quality 3+ Combat 3
Special rules Amphibious, Artificial, Free Disengage

BLOBS, MOLDS AND FUNGI

BLOB

Points 19 Quality 6+ Combat 5
Special rules Artificial, Big, Slow, Short Move, Tough

FUNGUS MAN

Points 13 Quality 5+ Combat 2
Special rules Poison

TERROR MOLD

Points 5 Quality 6+ Combat 3
Special rules Clinging, Poison, Slow, Short Move, Animal

SHRIEKING FUNGUS

Points 2 Quality 6+ Combat 2
Special rules Slow, Short Move, Shooter (Short)

MERMEN

WARRIOR (SPEAR OR TRIDENT)

Points 27 Quality 4+ Combat 3
Special rules Amphibious

ARMORED WARRIOR (SPEAR OR TRIDENT)

Points 32 Quality 4+ Combat 3
Special rules Amphibious, Heavy Armor

LEADER

Points 66 Quality 3+ Combat 3
Special rules Amphibious; Leader

SHOOTER

Points 38 Quality 4+ Combat 3
Special rules Amphibious, Shooter (long)

ELITE SHOOTER

Points 47 Quality 4+ Combat 3
Special rules Amphibious, Shooter (long), Good Shot

SEA WITCH OR MERMAID

Points 50 Quality 4+ Combat 3
Special rules Amphibious, Magic-User

GIANT BUGS

GIANT SPIDER

Points 82 Quality 3+ Combat 4
Special rules Clinging, Entangle, Poison, Animal, Big

GIANT SCORPION

Points 58 Quality 3+ Combat 4
Special rules Clinging, Poison, Animal, Big, Tailslap

GIANT ANT

Points 32 Quality 4+ Combat 3
Special rules Clinging, Big, Animal, Gregarious

GIANT BEE

Points 72 Quality 3+ Combat 4
Special rules Flying, Big, Animal, Gregarious, Poison

GIANT CENTIPEDE

Points 62 Quality 3+ Combat 3
Special rules Clinging, Big, Animal, Poison, Long Move

GIANT WASP

Points 66 Quality 3+ Combat 4
Special rules Flying, Big, Animal, Poison

GIANT COCKROACH

Points 52 Quality 3+ Combat 4
Special rules Clinging, Animal, Big, Heavy Armor

GIANT ANIMALS

GIANT BAT

Points 56 Quality 3+ Combat 3
Special rules Animal, Big, Flying, Free Disengage

GIANT FROG

Points 20 Quality 3+ Combat 2
Special rules Amphibious, Animal

GIANT BEAR

Points 40 Quality 3+ Combat 4
Special rules Animal, Big

GIANT WOLF

Points 50 Quality 3+ Combat 3
Special rules Animal, Big, Long Move

GIANT EAGLE

Points 80 Quality 3+ Combat 4
Special rules Animal, Big, Flying, Long Move

GIANT HAWK

Points 70 Quality 3+ Combat 3
Special rules Animal, Big, Flying, Long Move

GIANT SNAKE

Points 36 Quality 3+ Combat 3
Special rules Animal, Big, Poison

SWARMS

SWARM OF BATS

Points 34 Quality 3+ Combat 0
Special rules Swarm, Flying, Free Disengage

SWARM OF VAMPIRE BATS

Points 72 Quality 3+ Combat 2
Special rules Swarm, Flying, Long Move, Free Disengage

SWARM OF BEES OR WASPS

Points 40 Quality 3+ Combat 0
Special rules Swarm, Flying, Fearless, Free Disengage, Poison, Short Move

SWARM OF ANTS

Points 11 Quality 4+ Combat 0
Special rules Swarm, Clinging, Fearless, Short Move

SWARM OF CENTIPEDES

Points 15 Quality 4+ Combat 0
Special rules Swarm, Clinging, Fearless, Poison,
Short Move

SWARM OF FROGS

Points 6 Quality 4+ Combat 0
Special rules Amphibious, Swarm, Short Move

SWARM OF RATS

Points 22 Quality 3+ Combat 1
Special rules Swarm, Clinging

SWARM OF SCORPIONS

Points 40 Quality 3+ Combat 1
Special rules Swarm, Clinging, Fearless, Poison,
Desert Walk

SWARM OF IMPS

Points 46 Quality 3+ Combat 2
Special rules Swarm, Flying

SONG OF BLADES AND HEROES QUICK REFERENCE SHEET

ACTION

COST

Successes rolled	Possible actions
1 failure	Model performs no action; then player nominates another model and rolls to activate it
1 success	Model performs one action, then player nominates another figure and rolls to activate it
1 success, 1 failure	Model performs one action, then player nominates another figure and rolls to activate it
1 success, 2 failures	Model performs one action, then play passes to the opponent
2 or 3 failures	Model performs no actions, play passes to the opponent
2 successes	Model performs 2 actions, then player nominates another figure and rolls to activate it
2 successes, 1 failure	Model performs 2 actions, then player nominates another figure and rolls to activate it
3 successes	Model performs 3 actions, then player nominates another figure and rolls to activate it

Move 1 action per move
 Short Move through difficult terrain 2 actions
 Melee attack 1 action
 Power Blow 2 actions
 Ranged attack 1 action
 Aimed Shot 2 actions
 Break a Transfix spell 2 actions
 Break an Entangle 2 actions
 Stand up 1 action
 Cast a spell 1, 2 or 3 actions
 Free move: 1 move instead of dicing for activation. Possible only if model is at least 2 x Long from any active opponent

MELEE MODIFIERS

Outnumbered: -1 to the opponent's C score per every adjacent model above the first
 Attacking a transfixed or fallen foe: +2, blow is Lethal
 Performing a power blow (2 actions): -1 on the opponent's C score
 Ambush bonus: +1
 Mounted model attacking a non-Mounted model: +1
 Defending an obstacle and/or fighting in elevated position: +1
 Large model attacking a smaller model: +1

RANGED COMBAT MODIFIERS

Target is behind cover/in a wooded area: -1
 Shooting at double range: -2
 Shooting at triple range: -4
 Target is Undead or Swarm: -2
 Target is Big, Huge or Gargantuan: +1
 Target is Transfixed: +2
 Target is Fallen: no modifier
 Aimed Shot: -1 on target's Combat score
 Shooter has the Good Shot special rule: +1
 Shooter has Unerring Aim: -1 at double range, -2 at triple range
 -1 on target's C score per extra shooter in concentrated shooting

COMBAT OUTCOMES

Opponent Beaten with ODD number on die: Recoil
 Opponent Beaten with EVEN number on die: Knocked Down
 Opponent Doubled: Killed
 Opponent Trebled: Gruesome Kill

SPELL RANGE

Power 1 = Short range
 Power 2 = Medium range
 Power 3 = Long range.

WHEN TO TEST MORALE

Warband has more dead/fled members than active ones
 Leader killed or leaving table
 Model witnessing Gruesome Kill within 1 x Long
 Model charged by enemy with Terror rule

BASIC SCENARIOS

- 1) All-Out Battle
- 2) Ambush
- 3) Treasure Hunt
- 4) Place of Power
- 5) On Difficult Ground
- 6) Quest for a Magic Item

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SONG OF BLADES AND HEROES WARBAND RECORD SHEET

Player:

Point Total:

Victory Points:

Notes:

Warband Advances:

Model:

Points Quality

Special rules

Combat

Model:

Points Quality

Special rules

Combat

Model:

Points Quality

Special rules

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Combat

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